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FACT FILES 87



Officer Ben Finney
Kirk's old pal goes mad

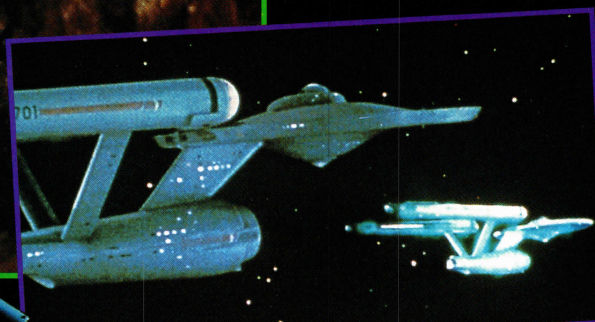


General Martok
On DEEP SPACE NINE

Cardassian Cuisine
Favorite foods and drinks

The Barzan Wormhole
Bidding for instability

Mobile Holoemitters
How the EMH gets around



CONSTITUTION-Class Starships
Classic ships from the 23rd century

The ANTI-TIME ATTACK CRUISER
Is this the future of Klingon vessels?

ISSN 1364-3983



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THE OFFICIAL STAR TREK[®] FACT FILES



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THE
CARDASSIAN
UNION

The Guide to the STAR TREK Galaxy

FILE 13

CARD 7

CARDASSIAN FOOD AND DRINK



THE
CARDASSIAN
UNION

The Cardassian people are noted for their stoic nature and their serious demeanor; even matters as seemingly trivial as eating and drinking take on enormous symbolic significance.

Many races consider the act of eating to be a simple biological necessity, but the **Cardassians** take their food much more seriously; even the most modest of meals can become a ritual experience. An ideal illustration of this is a meal **Gul Dukat** takes while on a visit to the space station **Deep Space Nine**. Alone in his guest quarters, Dukat sits at his table in preparation for his evening meal. He begins the ritual by pouring a glass of an exotic Cardassian wine; he pauses to admire its color,

then slowly takes a sip, closing his eyes as he savors the taste and smell of the rich liquor. Next, he surveys the food set out on the table. Dukat's approach to his food is delicate yet commanding, and he gives the meal his full attention; he would never consider, for example, bringing a **PADD** to the table to work while he eats.

A visual feast

A Cardassian table setting is reminiscent of a Terran Japanese meal in the size and color of its portions; these delicacies are as much a feast for the

eye as for the palate. To anticipate the meal is as important as the meal itself.

To understand the significance food has in Cardassian culture, it is important to understand that it is not just something to be consumed, but a representation of power and control. In Cardassian society, who you eat with is defined by your position and social standing. Alone on a **Federation**-run space station, Dukat would much prefer to eat by himself than to share a meal with those he considers to be beneath him.

The Cardassian approach



▲ *When properly boiled, the **taspar egg** is a delicacy much favored by Cardassians; however, in its raw, uncooked state, its taste is revolting and quite unpalatable.*

ACQUIRED TASTES

Varied palate

Cardassian mealtimes are often used for the purpose of a social gathering. **Garak**, **Deep Space Nine's** Cardassian tailor, enjoys meeting his friends for lunch on the station's promenade, and uses the time for philosophical and literary discussions. As Cardassians eat slowly, savoring the food they are eating, such meetings can be lengthy. Luckily, his friends are often willing to remain until he has finished his meal, even if they clear their own plate much more quickly. Dr. Julian Bashir regularly dines with Garak, and the two men greatly enjoy their mealtime discussions.

When Garak dines with Chief O'Brien, he is disappointed to find the chief a far less interesting companion than Julian. Garak also introduces Odo to the joys of eating and drinking after his shapeshifting abilities have been removed.



▼ *As well as paying great attention to the content and artistry of a meal, the Cardassians also enjoy taking their time over eating, unlike some humans.*

▲ ***DEEP SPACE NINE's** replimat offers many Cardassian dishes; several Bajorans gained a taste for Cardassian food during the occupation of Bajor.*



▲ *Keiko O'Brien prepares a Cardassian meal for her young guest using a recipe she found in her replicator.*



▲ *Keiko's stew contains pieces of **zabo** meat in a milky broth. It is a popular dish on Cardassia, but is an acquired taste.*



◀ **Cardassian voles, like the ones that infested DEEP SPACE NINE, are trapped and cooked on Cardassia Prime, where vole bellies is a popular dish.**



The Guide to the STAR TREK Galaxy

FILE 13

CARD 7

CARDASSIAN FOOD AND DRINK



to food can be understood by examining the cultural background of the Cardassian race. While they are known to be quite aggressive in large numbers, they tend to be much more reserved when alone. They are very protective of their borders and ideals, and do not tolerate any actions that may pose a threat to their culture and property.

Historical perspective

Five hundred years ago, the Cardassians were a peaceful and very artistic culture, and were known for their great archeology and architecture. Between that time and 200 years ago, their planet suffered a food shortage. The revolution that followed was very destructive; the Cardassian military eventually took control, promising the civilians a return to prosperity for the planet and a continued supply of food. With so much of their great art gone, it may be that the Cardassians now seek

refuge and a form of artistic expression in their approach to food and its associated rituals.

There is great variety in Cardassian foods and beverages, and many are as palatable to other races as they are to the Cardassians. Even the **Bajorans**, during the occupation, gained a taste for Cardassian dishes such as **larish pie**, a favorite Cardassian dessert.

Cardassians are particularly fond of the eggs of several indigenous fowl; **taspar eggs** are a particular favorite. The boiled taspar egg is considered a delicacy on **Cardassia Prime**, although it is revolting raw. The eggs are eaten in a similar way to how a human would consume them; the shell is broken and the cooked yolk and white spooned out.

Regova eggs appear to be similar to deviled eggs, a human delicacy. They are greenish in color and are often eaten stuffed with a creamy looking substance.

Yamok sauce, an



◀ **DEEP SPACE NINE's Elim Garak is fond of the hard-to-find confection, Delavian chocolates. His supply is brought in by a friendly freighter captain.**



extremely popular foodstuff, is normally served as a condiment with a meal; a container of it will be found in the cupboard of every kitchen on Cardassia Prime. Cardassian dishes with which it is traditionally served include **tojal**, a delicacy that is particularly repugnant to other races, and **sem'hal stew**, a simple dish. It can be used equally well to season non-Cardassian dishes as diverse as **gramillion sand peas** and asparagus.

Cardassian food tends more toward meat and other animal proteins than vegetable dishes. **Zabo meat** is popular, and can be served one of several ways. Cut into thick steaks is a popular preparation; in this form, it appears similar

to Earth beef, and its taste and texture can be enjoyed by Cardassians and non-Cardassians alike. **Vole bellies** are another popular Cardassian meat dish, and the use of these creatures as a foodstuff may explain their presence on **Deep Space Nine**.

Non-meat foodstuffs include **rulot seeds**, a grain that is especially important to Cardassian agriculture.

Drinking up time

Like other races, the Cardassians enjoy a number of beverages, both alcoholic and non-alcoholic. One of their favorites is **kanar**, a dark, thick syrup-like beverage that definitely takes some getting used to. A highly intoxicating drink, Kanar comes in

GALAXY FACTS



Unlike the Klingons or Ferengi, the Cardassians appear to prefer cooked food to raw.



Although the station is now back under Federation jurisdiction, **Deep Space Nine's** replicators still contain various recipes for Cardassian foods.



◀ **Kanar is an umbrella term for a strong alcoholic beverage that comes in a variety of forms, from a blue-colored wine to a distilled whisky or a thick, syrup-like liqueur.**

more than one form; it is sometimes seen as a light-blue liquid that is normally contained in a clear bottle, while another version is pinkish-orange in color. It seems to be available in many forms, including as a liqueur, whisky, and even as a wine.

Another popular drink is **Rokassa juice**, which has a quite distinctive, sweet smell. Cardassians consume this mellow refreshment to calm their nerves.

The broth-like drink **fish juice** is often consumed steaming hot and is most commonly imbibed at breakfast.

Red leaf tea is a beverage enjoyed by Gul Dukat. He much prefers it over the Terran brands of coffee or even the Klingon coffee **raktajino** that has become popular with many races. Red leaf tea is a drink that should not be replicated, but created naturally by the infusion of dried plant leaves in hot water.

POWER EATING

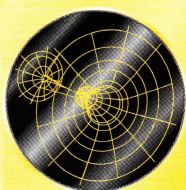
Show of status

Gul Dukat chooses to eat alone on **Deep Space Nine** to emphasize the fact that no one else on the station is considered his equal. What you eat, and with whom you share your table can be a way of establishing status on Cardassia; the association of food with power comes from the years of food shortages that destroyed Cardassian society and led to their violent, expansionist policies. Even during the Bajoran occupation, food was used as a tool; 'pleasure women', chosen by the Guls from among the

starving Bajorans in the refugee camps, were kept in line by the promise that their families would be well fed. The Cardassians understood hunger well enough to know how powerful a tool it could be.

▶ **A Cardassian table setting is very deliberate so as to enhance the aesthetic pleasure of dining and to make the food appear as appetizing as possible. A number of small dishes is favored over one large one, and liquor bottles often have artistic and elaborate spiral designs.**

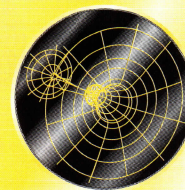




SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 1B



SPACE
PHENOMENA

THE BARZAN WORMHOLE

The appearance of the **Barzan wormhole** seems to provide the people of **Barzan II** with an exploitable natural resource, but the phenomenon turns out to be less stable than is first thought.

In 2366, a wormhole appears near the planet **Barzan II** that is thought to offer a shortcut to the distant **Gamma Quadrant**. At this point, three years prior to the discovery of the **Bajoran** wormhole that links the **Alpha Quadrant** to the **Gamma Quadrant**, this appears to be the only stable wormhole known to exist.

The wormhole's appearance is extremely fortuitous for the Barzan people. They have neither the technology nor the know-how to make the most of the phenomenon

themselves, but see its value as an exploitable commodity that could be used for trade or travel. Deciding that the best course of action is to sell it in return for the natural resources that their planet sorely lacks, they invite several races to bid for the rights.

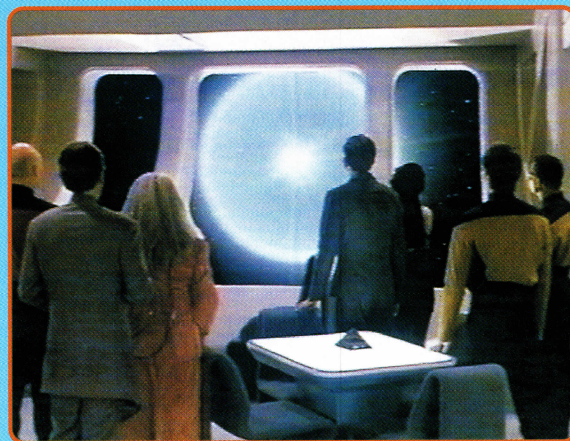
Physical properties

As a stable wormhole is such a rare occurrence, the interested races are keen to determine as much as they can about the wormhole before entering into any agreements, making their own

▶ *As **Barzan II** is not a **Class-M** planet, negotiations for the wormhole are held aboard a Federation starship, the **U.S.S. ENTERPRISE NCC-1701-D**. Representatives from many races are bidding for the right to exploit the phenomenon.*

investigations in tandem with information gathered by Barzan probes.

Due to the radiation buildup in the accretion disk, the Barzan wormhole appears regularly for a short time once every 253 minutes; a brief visible burst is accompanied by a whooshing echo. The



wormhole is easily large enough for ships to pass through.

When it appears, the **Barzan wormhole** looks like a rapidly expanding white light, but on reaching its maximum diameter it becomes a blue-black torus. One enters the wormhole through a tunnel-like shape in the center; objects exit in a momentary flash of bright light.

Open gateway

Inside, the wormhole is filled with bright flashing lights and translucent cloud-like structures; the outer event horizon displays severe Doppler shifts of electromagnetic radiation. Intense energy fields appear to help stabilize the wormhole, but it is not known precisely how.

Relativistic time dilation

causes time to move more slowly inside the wormhole but, offset against the considerable advantages in journey time gained, this is a negligible disadvantage.

Across the Galaxy

In a matter of seconds, an automated probe the Barzans send into the wormhole arrives at a point beyond the **Denkiri Arm** in the **Gamma Quadrant**. It would take a ship traveling at warp 9 nearly 100 years to cross the same distance. But as the probe is unmanned, its findings are limited, so **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** sends a manned shuttle into the wormhole; the **Ferengi** also send a manned pod.

The Federation shuttle suffers communication and

A TRADABLE COMMODITY

New possibilities

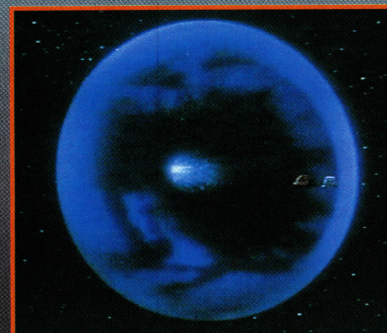
Barzan II is a poor planet which, for generations, has depended for its survival on the kindness of others. The Barzan people leap at the opportunity to exploit the wormhole, but, as they have neither the experience nor the technology to do this by themselves, they are forced to turn to others for advice and assistance.

The United Federation of Planets, the **Caldonians**, the **Chrysalians**, and the **Ferengi** all negotiate with the Barzans for the right to exploit and administer this gateway to the **Gamma Quadrant**. At this time, prior to the discovery of the **Bajoran** wormhole, the Barzan wormhole is thought to be the only stable one in existence.

▶ *Premier **Bhavani** lets anyone who is interested attend the talks. She does not want to cause bad feeling by being seen to exclude any one race.*



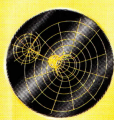
▶ *The initial bright white light that signals the wormhole is opening lasts for only a few seconds. The open wormhole is a beautiful sight, forming a perfect ring of blue energy against the blackness of space.*



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▼ **The far end of the Barzan wormhole is unstable and shifts unpredictably. Within hours it can emerge at points as far apart as the Gamma Quadrant and the Delta Quadrant.**

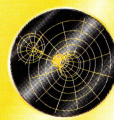


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

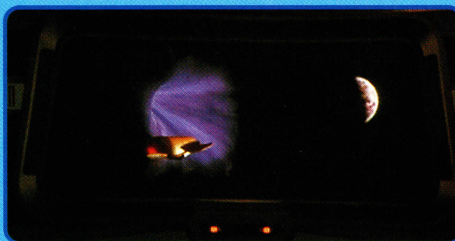
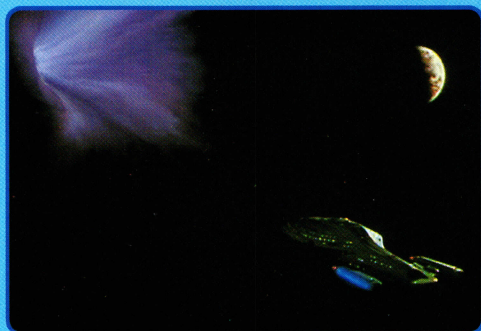
FILE 5 CARD 1B

THE BARZAN WORMHOLE



SPACE
PHENOMENA

▼ **Inside the wormhole, the blue energy swirls around any ships that travel through. It is difficult to maintain communications, as signals are disrupted by energy waves.**



▲ **The FERengi POD that enters the wormhole becomes trapped in the Delta Quadrant, with no way to get back to the Alpha Quadrant.**



sensor difficulties while inside the wormhole, but all systems function normally once they reach the other end, and the crew are able to communicate in real time with the *Enterprise*. However, sensor readings soon reveal that the two ships have emerged not in the Gamma Quadrant but in **Sector 3556 of the Delta Quadrant**, 200 light years away from the point at which the Barzan probe

exited, and 70,000 light years away from the *Enterprise*. This suggests that only the **Alpha Quadrant** terminus is stable; the far end seems to move frequently and unpredictably.

Soon after emerging, the shuttle's crew begin to pick up unusual subatomic fluctuations. Meson and lepton activity increases, and local gravitational fields increase exponentially, all

further indications that the wormhole is unstable. They are able to return safely, but the **Ferengi pod** is trapped in the Delta Quadrant when its crew refuse to heed the **Starfleet** officers' warnings of the Delta Quadrant terminal's impending collapse.

No commercial use

As far as the Barzans are concerned, this is the end of the story. The wormhole is unstable at both ends, making it useless for commercial exploitation. The Barzan Premier had already agreed terms with the **Chysalians**, who had successfully bid for long-term control of the wormhole, with free access granted to the Ferengi in exchange for convoy privileges; in return, the Chysalians had agreed to provide the Barzans with various much-needed resources, including **Caldonian trillium 323**. How this contract is

resolved is unknown.

The terminus that emerges in the Delta Quadrant produces a residual neutrino level that can be picked up as long as six months after the wormhole has opened, even though the opening has since moved away, and in 2373 it is discovered by the Federation starship **U.S.S. Voyager NCC-74656**. The dispersal pattern of the interstellar plasma again indicates that the opening is not fixed, but a phase profile of the neutrino emissions allows the *Voyager* crew to establish that its far end is in the Alpha Quadrant. By bombarding the area with verteron particles, the subspace instability that marks the previous opening can be amplified, attracting the entrance back to its previous position. Several hours are needed for the verteron particles to do their work, however, and factors such as a solar

flare will offset their effect. Even then, the wormhole opening remains in this location no longer than it did originally; the entrance becomes no more fixed or stable and the same process would have to be used every time it needed to be opened.

End of the wormhole?

The *Voyager* crew also encounter the two Ferengi whose pod was stranded here. Unfortunately, their attempts to get home further destabilize the wormhole; a high-energy graviton pulse increases the rotational momentum, drawing the *Ferengi pod* in, but this knocks the wormhole completely off its subspace axis, causing it to move erratically at both ends.

No subsequent terminals have been discovered in any quadrant, and it remains clear that any possibility of commercial exploitation of the Barzan wormhole is impossible.



▲ **Traveling through the wormhole, it appears that one is entering a narrow tunnel; only minutes later, the ship arrives thousands of light years away. This journey would otherwise take a century.**

LOST IN SPACE

At the other end

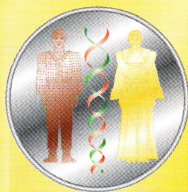
Kol and Dr. Arridor, the two Ferengi who are trapped in the Delta Quadrant when the wormhole terminus shifts, waste no time in feeling sorry for themselves. They see the Delta Quadrant as a whole new opportunity to make profit, and soon settle on a nearby planet. Setting themselves up as gods, they turn the society into a model of Ferengi commerce, instilling greed into the people.

▶ **The two Ferengi soon turn their predicament into an advantage. They land on a nearby planet and set themselves up as the Great Sages of Takarian legend. Soon, they are living the lives of gods, while teaching the Takarians about profit and greed.**



GALAXY FACT

● **The negotiations for the wormhole are carefully manipulated by Devinoni Ral, a quarter-Betazoid who is working for the Chysalians. He uses his empathic abilities to influence the other bidders, amplifying their doubts until they pull out.**



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 68



OTHER GROUPS
AND RACES

THE ANTICANS & THE SELAY

The Anticans and the Selay have been enemies for as long as they have had the ability to travel between each other's planets. But if they want to join the United Federation of Planets, they will have to learn to put old hatreds behind them.

No matter how hard the United Federation of Planets promotes peace and harmony among its members, there are still countless warring factions within the Galaxy who simply refuse to give up their ancient blood feuds, even if it means exclusion from the benefits that membership to the Federation may bring.

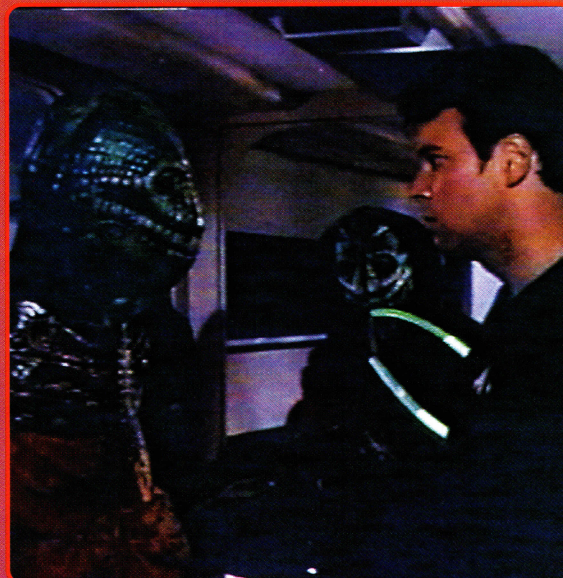
Prime examples of this are the inhabitants of Antica and Selay, the two

major planets of the Beta Renner system. Since achieving spaceflight some years ago, the Anticans and Selay have been enemies.

Ancient rivals

The reasons these hostile races give for their hatred are surprisingly similar: they neither understand, nor tolerate, the customs, religious beliefs, or even economic systems of the other. And in all other characteristics, including the physical, they are strikingly different.

The Selay are tall, amphibious-looking olive skinned creatures who dress in simple full-length red or gold colored robes that are kept together by a ceremonial clasp on the front of their chests. Basically humanoid in shape, they breathe and speak with a rasping, hissing noise and their large, snakelike heads are covered in scales, as are their arms and three-fingered hands. They walk in a slightly huddled manner, but when they are



▲ The Selay delegates aboard the U.S.S. ENTERPRISE have no intention of settling their differences with the Anticans.

THE ANTICANS

Carnivores

The Anticans look more ferocious than the Selay, and are more obviously intimidating. They bare their teeth when angry and have a heightened sense of smell that helps them to hunt their prey ... or detect Selay.



Designation	Antica
Class	M
Quadrant	Alpha
Inhabitants	The Anticans
Features	The Anticans are carnivorous mammals.
Technology	The Anticans do not approve of using replicators as they prefer to eat their food live. Otherwise, they are technologically advanced.
Language	The Anticans' language is more like barking than speech, and often includes short yelps.
Dress	The Anticans dress in furs and other animal skins.
Starship log	STAR TREK: THE NEXT GENERATION 'Lonely Among Us'

◀ The naturally hairy Anticans' appearance is exaggerated by the animal skins from which they make their clothes.

THE SELAY

Shared traits

The Selay share at least one unusual characteristic with the Anticans; both races have only three digits, one of which is an opposable thumb, on each hand. Other than this, they are very different, so it seems unlikely that this is a trait shared by a common ancestor; there is no indication that either race was capable of space travel at any time in the distant past. However, if such a link was discovered, it may give the two races more incentive to finally bury their differences and become allies in the Federation.

▶ The Selay have scaly, olive-colored hairless skin and three-fingered hands, a characteristic they share with their enemies, the Anticans.



Designation	Selay
Class	M
Quadrant	Alpha
Inhabitants	The Selay
Features	The Selay have scaly, reptilian-like skin and three digits.
Technology	The Selay are capable of space travel, but appear to be unfamiliar with other standard technologies such as transporters.
Language	The Selay talk with a hissing noise; their heads resemble snakes.
Dress	The Selay dress in elaborate, brightly colored robes of various materials.
Starship log	STAR TREK: THE NEXT GENERATION 'Lonely Among Us'

GALAXY FACTS

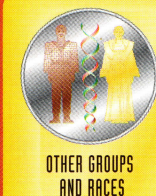
Both the Selay and the Anticans have been contacted and visited by the Ferengi. When the *U.S.S. Enterprise* is sabotaged, Captain Picard suspects the Ferengi of bribing one or the other of the races in order to disrupt the talks.

The journey to Parliament is disrupted when the *Enterprise* encounters a sentient cloud creature that talks to the crew through Picard.

The carnivorous Anticans bring various tools aboard the *U.S.S. ENTERPRISE*. Most are used for catching and cutting their prey, which they always eat live. They find the idea of killing and cooking it offensive.



confronted with an Antican, they swiftly adopt a claws-forward posture and create a rattlesnake-like hissing sound to show their anger. When they wish to capture an enemy, they utilize a long, narrow pole with a glowing green and white noose which they slip around the necks of their



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

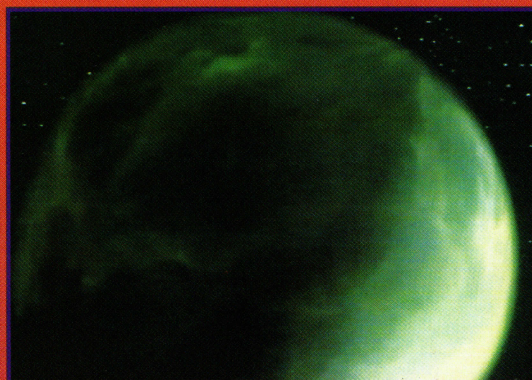
FILE 18

CARD 68

THE ANTICANS & THE SELAY



OTHER GROUPS AND RACES



Selay is closer to Parliament than the Anticans' homeworld. It is a green planet when seen from orbit, with swirling clouds that obscure the land masses. The Selay have an amphibious appearance, but little is known about conditions on the planet's surface.



The Anticans' customs can seem as hostile to other races as they do to the Selay. Aboard the *U.S.S. ENTERPRISE*, the Antican delegates refuse to use the furniture in their quarters, preferring to sit on the floor.



The Selay seem unfamiliar with transporters, suggesting that these are not used on their world. However, they are sufficiently advanced technologically to be eligible to join the Federation.

Antican attire is made out of naturally occurring materials such as fur and feathers, as opposed to the more synthetic looking clothes of the Selay.

Eating habits

Anticans are ardent meat eaters, and insist on their food still being alive when they devour it. Eating appears to be one of their main pleasures in life, and they find the idea of food substitutes created by a replicator sickening and barbaric. They have developed a special tool that they use specifically to dispatch the animals they consume; at around half a meter in length, it takes the form of a silver hexagonal bar attached to a purple and red cylinder and it emits a thin green cutting beam

that can be used on live food ... or Selay. A particularly interesting animal may take up to 11 hours to consume.

In 2364, both the Selay and the Anticans apply to join the Federation, but if they are to be admitted, they must resolve their hostilities. As neither race will consider discussing this problematic situation on the other's homeworld, the neutral conference planet of **Parliament** is chosen as a venue for the talks, and the mission of transporting delegations from both species falls to the *U.S.S. Enterprise NCC-1701-D*.

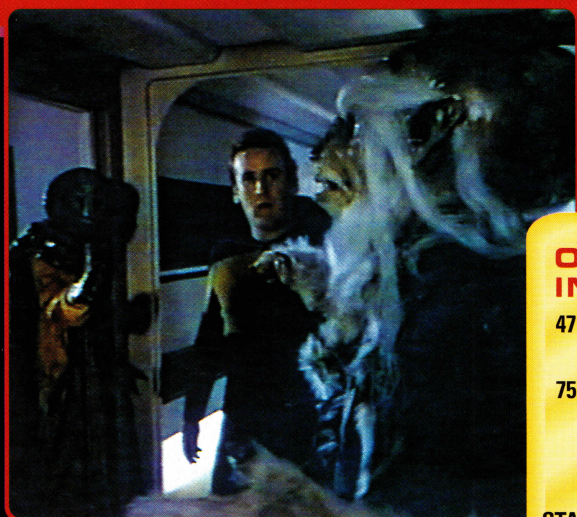
The instant both parties are aboard, their mutual hatred becomes all too evident. They seem far more interested in killing each other and obviously have a long way to go before they will be able to resolve their differences to the point where they can both become valued members of the peaceful United Federation of Planets.

COMING TOGETHER

Few moves toward peace

As the Anticans world is the furthest planet from Parliament, the *U.S.S. Enterprise* collects their delegation first. This incenses the Selay, who pick up the Anticans' scent as soon as they are beamed on board. Both races are very proud and stick to their own peculiar rules; the Selay cannot bear to be downwind of the Anticans lest they pick up their smell, and the Anticans choose not to use the furniture provided for them in their quarters on the Federation vessel. Instead, they sit on the floor, and are perfectly happy to discuss anything from this position.

Perhaps the most graphic illustration of the two races' ultimate disrespect for each other comes when the *Enterprise* is nearing Parliament; it is alleged the Antican Chief Delegate requested an *Enterprise* cook to prepare a member of the Selay delegation as a meal. It is unclear whether the remark was meant seriously or as an insult, but it shows that both races are still a long way from making peace with one another.



The Anticans refuse to have quarters downwind of the Selay, as they object to their enemies' body odour. Their UFP membership depends on getting along, but even this does not change their attitude.

OTHER CARDS IN THIS FILE...

47 THE NUMIRI & THE BANEANS

75 THE ENNIS & THE NOL-ENNIS

SEE OTHER FILES...

STAR TREK:

THE NEXT GENERATION.....File 69



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

WARP NACELLES

BRIEFING:

PROPULSION

The **warp nacelles** of the *Galaxy*-class **U.S.S. Enterprise NCC-1701-D** are the most important part of the ship's propulsion system. They are even given their own series of internal ship coordinates to help the engineering staff pinpoint any potential problems that may occur, and their operation and maintenance is overseen from the warp nacelle control room. Like the rest of the ship, the nacelles are constructed from **tritanium** and **duranium**, overlaid with gamma-welded tritanium that is 2.5 meters thick. The pressures exerted on the nacelles are extreme, and this is countered by three levels of **cobalt cortenide** that line the structures' inner hulls. The power contained within the nacelles is so potent that safety features allow them to be jettisoned should they seriously malfunction or be damaged beyond repair; explosive structural latches can be fired, driving the nacelles away from the ship at a rate of 30 meters per second.

Theory and operation

The *Enterprise* has two warp nacelles; at the time of the **Galaxy-class Starship Development Project**, this was considered to be the optimum number for power generation and vehicle control. The *Enterprise* maneuvers in space by creating slight imbalances in the warp field produced by each nacelle; in simple terms, this is the same principle by which a kayak is maneuvered by paddling more quickly on one side than the other.

The symmetrical warp nacelles help to create this imbalance; if one or the other is damaged, the operation of a single warp nacelle could literally tear the ship apart. Both nacelles are located at the rear of the ship, connected to the engineering hull by long, sweeping support pylons that keep the potentially dangerous warp fields away from the saucer section, one of the inhabited areas of the ship.

Without nacelles, warp speed, and therefore practical interplanetary travel, would be impossible. Inside the nacelles, the **warp**

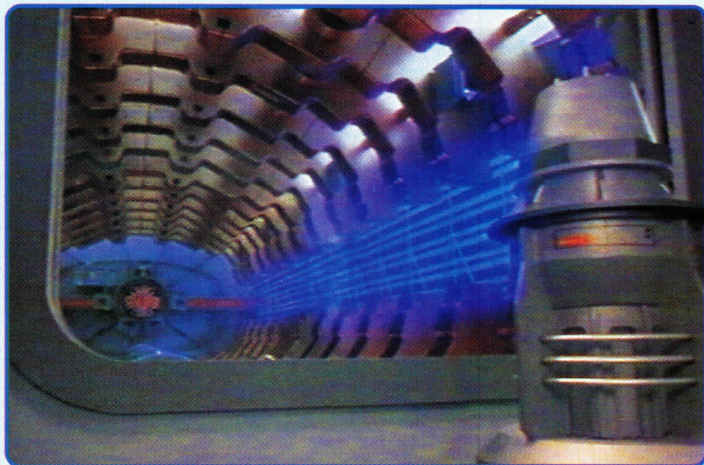
The small, cylindrical plasma injector introduces warp plasma into the nacelle for conversion by the warp field coils into the energy that forms the warp drive bubble; this reaction creates the interacting field energies that propel the **U.S.S. ENTERPRISE** beyond the speed of light. The injector is constructed from **arkenium duranide** and **single-crystal ferrocarbonite**, with magnetic constriction toroids of **nalgetium serrite**.

plasma generated by the **warp core** is turned into the energy that propels the ship. In emergencies, when plasma is unable to reach the warp nacelles, the **Bussard Ramscoop** assembly at the front of each nacelle is able to draw in low grade galactic matter and use this as an energy source instead. There are two major components to the warp nacelles: the **plasma injection system**, and the **warp field coils**.

A plasma injection system is located at the terminus of each of the power transfer conduits that brings plasma from engineering, where it is generated, to the warp field coils, where it is turned into energy. There is one injector system for each of the warp field coils.

Plasma injection system

Each pair is fired in variable sequences, allowing for the sequences to be specified for different types of flight function. The open-close cycle can vary between 25 and 50 nanoseconds; low warp factors require the injectors to be fired at low frequencies, remaining open for short periods, higher warp speeds require higher frequencies and longer openings. The longest safe cycle for which an



injector can be open is 53 nanoseconds.

The warp field coils, positioned within the nacelles, generate the actual warp field that propels the *Enterprise*, generating an intense, multi-layered effect that surrounds the starship. The ship is propelled beyond the speed of light by the manipulation of the shape of this field. Each nacelle contains 18 warp field coils which, combined, account for almost a quarter of the weight of the entire starship.

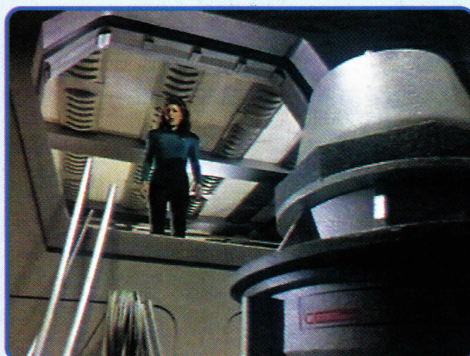
Warp field coils

When energized, the **vertium cortenide** of which the warp coils' outer layer is constructed, shifts the energy frequencies carried by the plasma into the subspace domain. The field is generated from inside the coils, and radiates outward from them. As the warp field layers build up, they press against one another, reducing the apparent mass of the starship and propelling it to warp velocities.

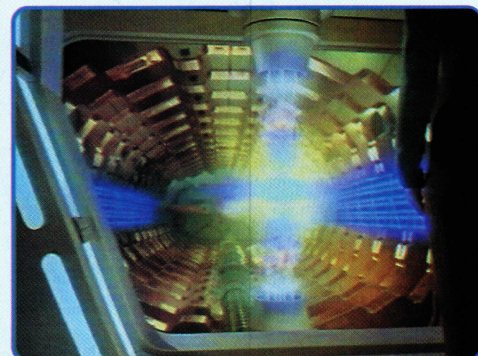
Fittingly, warp energy measurement is named after the man who made the first warp speed flight from Earth, **Zefram Cochrane**. The ship is driven through the light barrier when the warp field energy reaches 1000 **millicochranes**.



The internal operation of the warp nacelles can be monitored directly by the **ENTERPRISE's** engineering personnel from the warp nacelle control room; emergency maintenance and essential diagnostics are also coordinated from here.

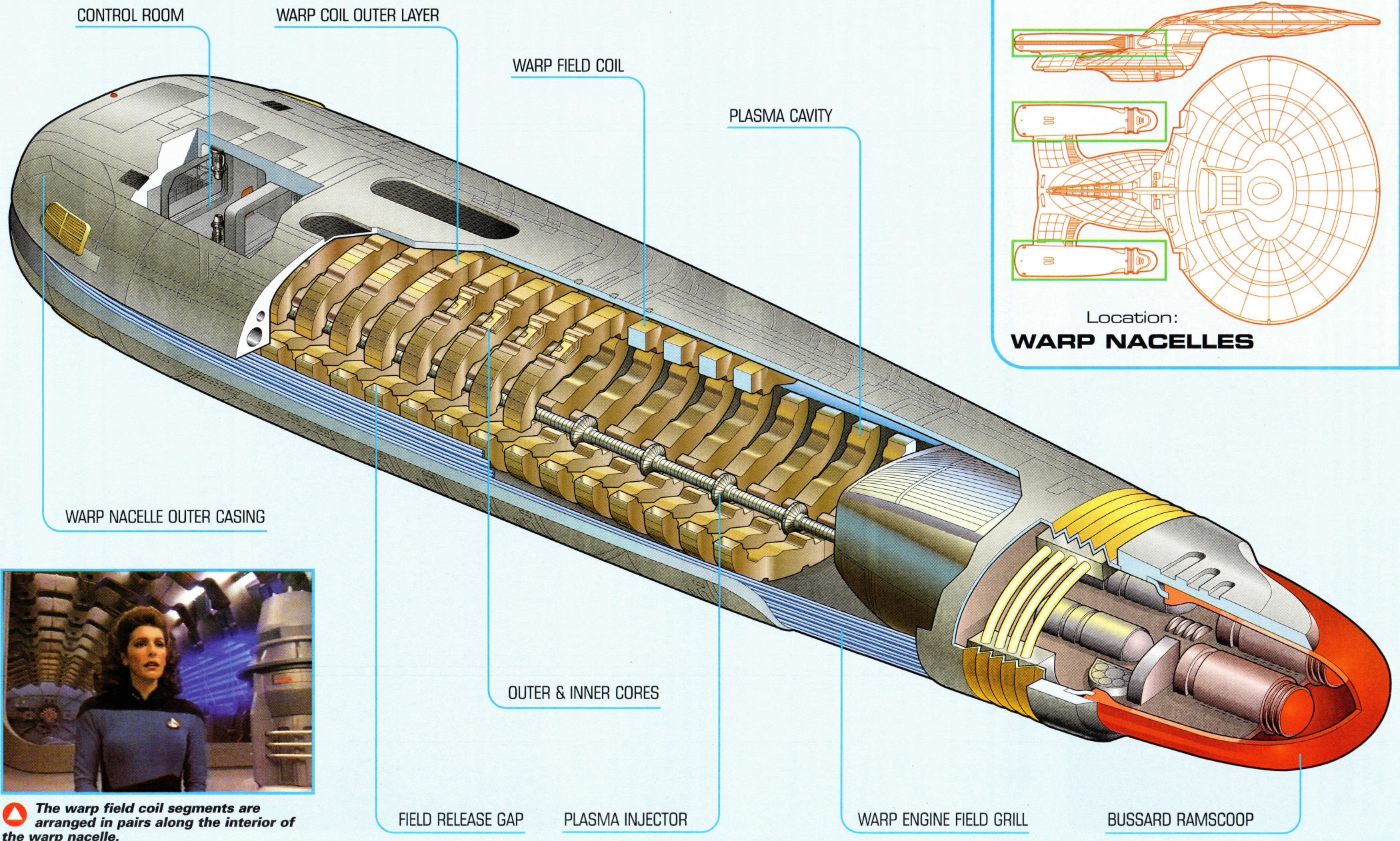


With the colossal energies under control inside the warp nacelles, close proximity can be extremely dangerous and fatal to most humanoid life forms. Several interlocks and safety controls exist to ensure that accidents are avoided.



The super-energized warp plasma is channeled directly from the warp core in Main Engineering to the **ENTERPRISE's** twin nacelles. The injector cycles open and close at rates that vary according to the desired warp speed.

WARP NACELLES





FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

CONSTITUTION-CLASS STARSHIPS

SYSTEM:

VESSELS

BRIEFING:

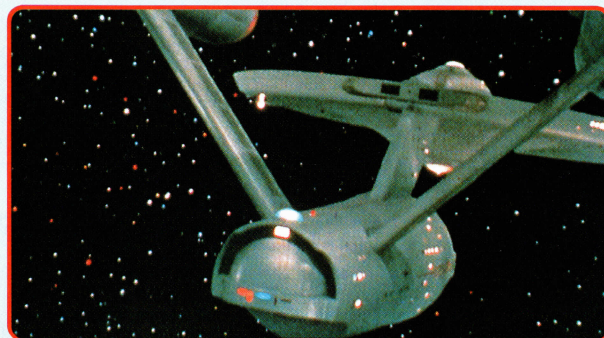
CONSTITUTION-CLASS FLEET LISTINGS

The **Constitution** class of starship has the classic **Starfleet** design of elevated aft dual nacelle configuration. This particular class has proven to be one of the most versatile in galactic travel; in the 23rd century, most Starfleet vessels are of the *Constitution* class type. The main purpose of these vessels is to serve as a general

exploration ship carrying out scientific missions and charting the Galaxy. The crew complement is around 400.

During the 23rd century, *Constitution* class ships consist entirely of Starfleet officers and enlisted crewmen; at this point, no civilians or families are on board. All ships have standard weapons configurations.

▶ The **CONSTITUTION**-class vessels favored by Starfleet during the mid-23rd century have a saucer section attached to the engineering hull by a long, thin neck. Twin warp nacelles sweep backward.



U.S.S. CONSTELLATION

The unfortunate **U.S.S. Constellation**, under the command of **Commodore Matthew Decker**, meets disaster in 2267 near the **L-374 system**. Under attack from the '**planet killer**', a spaceborne weapon thought to originate from another galaxy, the crew of the *Constellation* take refuge on a nearby world, but lose their lives when the weapon attacks the planet. Only Commodore Decker, who remains on the ship, survives the attack. He is rescued by the **U.S.S. Enterprise NCC-1701**, but, consumed by grief, he later dies in a suicide attack on the *planet killer*. The badly damaged *Constellation* is itself destroyed

when the crew of the *Enterprise* send it into the *planet killer* by remote control, and then set it to self-destruct, thus ending this deadly weapon's threat.

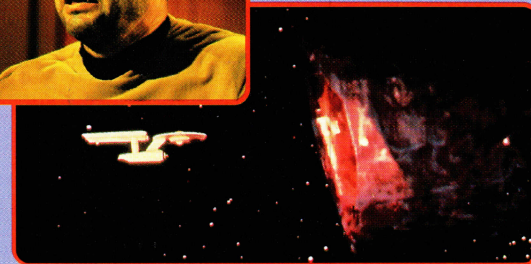
Ship's registry: **NCC-1017**

Starship Log: 'The Doomsday Machine' [TOS]

▶ The **PLANET KILLER** may be an ancient weapon from another galaxy that destroyed its creators before finding its way to the Alpha Quadrant.



▶ Commodore **Matt Decker** is devastated by the death of his crew and eventually dies in a suicide run on their deadly attacker.



U.S.S. CONSTITUTION

The **U.S.S. Constitution** is the prototype model for the *Constitution* class, and the first ship of the class to be launched. All *Constitution*-class ships carry information on the vessel in their databanks, providing chief engineers and other staff with important information about their ship's operations and systems.

In 2267, when **Khan Noonian Singh** is aboard the **U.S.S. Enterprise NCC-1701**, he

reads technical data on the *Constitution*, and from it he learns how to take control of the *Enterprise*.

Ship's registry: **NCC-1700**

Starship Log: 'Space Seed' [TOS]

▶ All **CONSTITUTION**-class ships carry technical readouts on the **U.S.S. CONSTITUTION** in their databanks.



U.S.S. DEFIANT

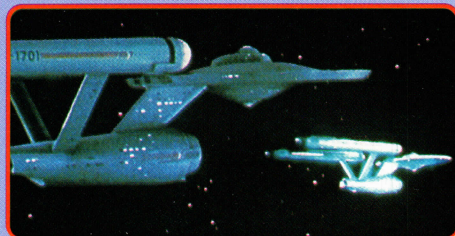
The **U.S.S. Defiant** is unintentionally responsible for sparking a diplomatic incident with the highly territorial **Tholians** in 2268. The vessel disappears near Tholian space when it falls into a spatial interphase; the crew suffer from mass insanity due to the

interphase's effect on humans. The **U.S.S. Enterprise's** attempted rescue mission is disrupted by an attack from the Tholians, who accuse the ship of trespassing in their space. The *Defiant* is last seen shimmering between the two dimensions, then disappears completely into interspace; neither the vessel nor the crew are ever recovered.

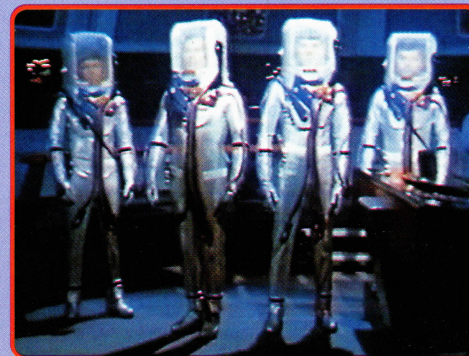
Ship's registry: **NCC-1764**

Starship Log: 'The Tholian Web' [TOS]

▶ The **U.S.S. ENTERPRISE** attempts to come to the aid of the stricken **U.S.S. DEFIANT**, but is unable to save it.



▶ A landing party from the **U.S.S. ENTERPRISE** don environmental suits before beaming aboard the **U.S.S. DEFIANT**.





CONSTITUTION-CLASS STARSHIPS

U.S.S. EAGLE

In 2293, the **U.S.S. Eagle NCC-956** is one of the vessels pencilled in to take part in **Operation Retrieve**, the planned military strike to recover **Starfleet** officers **Captain Kirk** and **Dr. McCoy** from wrongful imprisonment by the **Klingon** government; it can be seen listed on the **Operation Retrieve** plan that is on display in the office of the **Federation President**. The operation is abandoned when **Chancellor Azetbur** makes it clear that such military action

will make it impossible for the peace initiatives with the **Klingon Empire** to continue.

Ship's registry: NCC-956

Starship Log: *Star Trek VI: The Undiscovered Country*

▶ **Colonel West explains Operation Retrieve. The mission is abandoned when the Klingons make it clear that a military strike will disrupt the peace talks.**



U.S.S. ENTERPRISE

The **U.S.S. Enterprise NCC-1701** is the most famous of **Starfleet's Constitution-class** ships. Launched in 2245, it is first commanded by **Captain Robert April** and later **Captain Christopher Pike**, but its most famous missions are undertaken under the command of **Captain James T. Kirk**. Notable missions encompass **first contact** with many races, including the **First Federation** and the **Melkotians**, bringing peace to warring worlds such as **Eminiar VII** and **Vendikar**; stealing an updated **Romulan** cloaking device; making the

first recorded time-travel jump in a spacecraft; testing the newly developed **M-5 multitronic computer**; and breaching the **galactic barrier** three times.

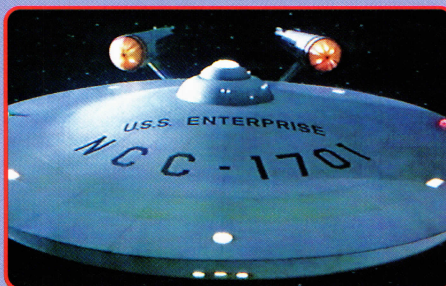
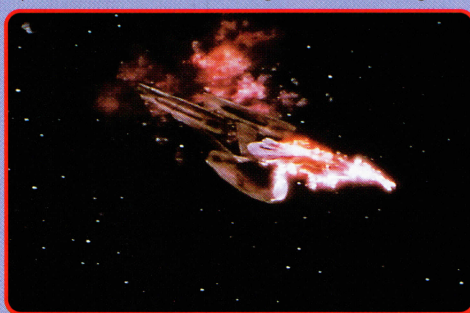
The ship undergoes a major refit from 2270 to 2271, and is eventually destroyed when **Admiral Kirk** sets it to self-destruct rather than let it fall into **Klingon** hands in 2285. It has since passed into legend, and its name and registry number have been used on five subsequent **Starfleet** vessels.

Ship's registry: NCC-1701

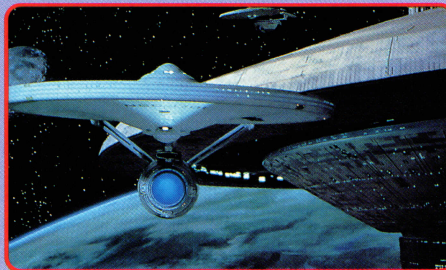
Starship Log: 'The Cage'

▶ **The end of the original STARSHIP ENTERPRISE comes, ironically, not at the hand of the Federation's enemies, but from Captain James T. Kirk, who sets it to self-destruct above the Genesis Planet.**

▶ **The ENTERPRISE undergoes an extensive refit at the beginning of the 2270's, giving it a sleeker profile and a more modern look. It later becomes a training vessel at Starfleet Academy.**



▶ **The name and registry number of Starfleet's most famous ship have become known across the Galaxy, admired by friends and foes alike.**



U.S.S. ENTERPRISE

The second **Starship Enterprise** is launched in 2285, and is a direct replacement for the original **Enterprise**, destroyed the previous year. Almost identical to its predecessor, it is commanded by **Captain James T. Kirk** and retains many of the previous ship's crew. The vessel plays a major part in ensuring the success of the **Khitomer** peace conference with the **Klingons** in 2293, but is due to be decommissioned shortly afterward.

Ship's registry: NCC-1701-A

Starship Log: *Star Trek IV: The Voyage Home*

▶ **In 2287, the U.S.S. ENTERPRISE NCC-1701-A heads through the Great Barrier at the very center of the Galaxy, believed to be the location of the mythical Sha Ka Ree.**

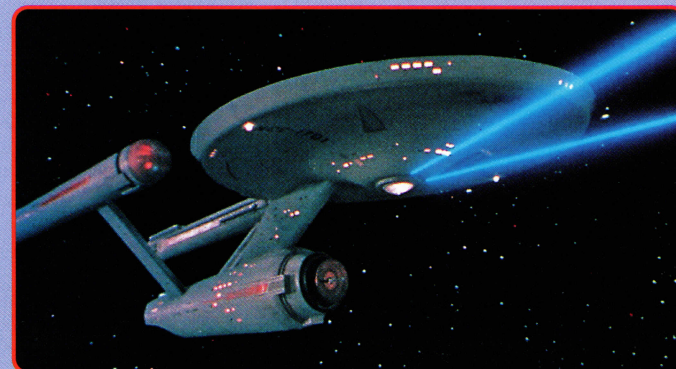


U.S.S. EXCALIBUR

Under the command of **Captain Harris**, the **U.S.S. Excalibur** meets an unfortunate end when the wargames controlled by the **M-5 multitronic computer** tragically get out of hand. The M-5, controlling the weapons system of the **U.S.S. Enterprise NCC-1701**, fires full phasers at the **Excalibur**, causing extensive damage to the ship and killing the entire crew.

Ship's registry: NCC-1664

Starship Log: 'The Ultimate Computer' [TOS]



▶ **The U.S.S. ENTERPRISE fires phasers at the U.S.S. EXCALIBUR, under the control of the M-5 multitronic computer. Unfortunately, the weapons of CONSTITUTION-class ships are more powerful than their shields.**



FILE 48 KLINGON PERSONNEL

Martok on DEEP SPACE NINE

General Martok is a Klingon warrior, and the ideal man to lead the Klingon forces aboard *Deep Space Nine* during hostilities with the Dominion. After spending months in a Dominion prison, he knows exactly how dangerous this ruthless enemy can be.

The grizzled Klingon battle veteran **General Martok** has been permanently stationed aboard the **Federation/Bajoran** administered space station **Deep Space Nine** since 2373, when a new treaty is agreed between the **Klingon Empire** and the **United Federation of Planets**. In light of the continued threat to the **Alpha Quadrant** posed by the **Dominion** forces, Klingon **Chancellor Gowron** and **Captain Sisko** establish a permanent Klingon military presence on *Deep Space Nine*. Sisko insists on

choosing the commander of this force himself, and asks Martok to accept the posting. Martok is stunned, but accepts with honor and as much humility as one is ever likely to see from a Klingon.

New environment

Martok adjusts reasonably well to life on *Deep Space Nine*, but like all Klingons he chafes under any restraints placed upon himself. One activity that he refuses to give up is his warrior's battle training. He feels that he needs to make up for the two years of lost time spent in a **Dominion** prison camp, and must prove to himself

PROFILE ON MARTOK

NAME: General Martok

POSITION: Commander of the Klingon military garrison on *Deep Space Nine*; commanding officer of the *I.K.S. Rotarran*, a *Klingon Bird-of-Prey* assigned to the station.

REMARKS: Martok is chosen by Captain Sisko and appointed by Gowron.

FAMILY: Martok's wife, Sirella, has visited him on *Deep Space Nine*.

POSTED TO DEEP SPACE NINE: 'By Inferno's Light' [DS9]



▲ After returning from his ordeal as a prisoner of the Dominion, General Martok is given a new role. Stationed aboard **DEEP SPACE NINE**, he is placed in command of a Klingon garrison.

LIVING WITH STARFLEET

★ Captain's choice

Captain Sisko personally chooses General Martok to lead the Klingon forces on DEEP SPACE NINE. He firmly believes there is no better man for the job.



★ Understanding

Worf and Martok know each other very well after the time they spent together in a Dominion prison camp. It is Worf's recommendation of the Klingon general that leads Sisko to choose him for the position on DEEP SPACE NINE.



that the loss of his left eye does not effect his ability to fight. This intense training often leads to accidents, some of which are serious. **Dr. Bashir** suggests that perhaps these would not occur as often if Martok allowed the doctor to fit him with an ocular

replacement, but Martok staunchly refuses this offer in no uncertain terms.

But while Bashir believes that Martok incurred his injury while working out in a holosuite program, the truth is that he and **Worf** had been training together. Following Klingon tradition,

blood must be drawn during these exercises, a fact Martok keeps hidden from his non-Klingon companions; he does not think they would understand.

Lust for battle

Martok grows restless during his initial stay on *Deep Space Nine*, yearning for combat and glory; life on a Federation deep space station is too dull and routine for this battle hardened Klingon warrior. His desire for battle is answered when the **Klingon High Council** orders Martok to take command of a **Klingon Bird-of-Prey**, the *Rotarran*, and conduct a search for the **Klingon Battle Cruiser B'Moth** lost on patrol near the **Cardassian** border. This is the first time that Martok has led troops in the field since his confinement by the Dominion. He asks Worf to come with him, as



★ The real thing

The Federation staff and Martok do not always agree. Dr. Bashir advises the Klingons to use the holosuite safety protocols, but Martok considers this cowardly.

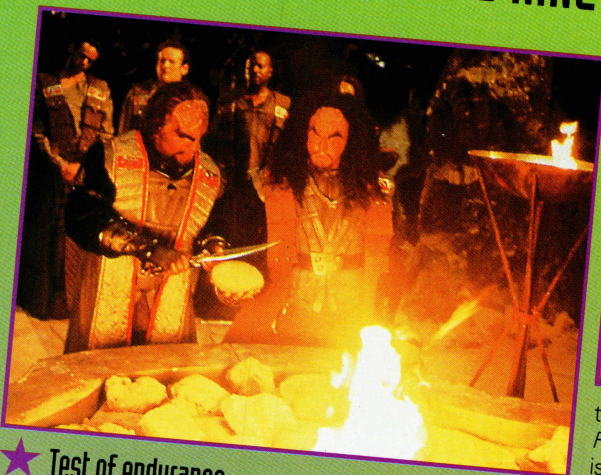


PERSONNEL FILES

Martok on DEEP SPACE NINE

FILE 48

CARD 11A



★ Test of endurance

Martok spends the last four nights before Worf's wedding to Dax in a holosuite, while his wife assesses Jadzia's suitability to enter the House of Martok.

both friend and first officer. Upon the *Rotarran's* return to *Deep Space Nine* from its first victory over the **Jem'Hadar**, and the rescue of 35 Klingon warriors from the disabled *B'Moth*, Martok and his crew celebrate raucously in **Quark's bar** on the Promenade. They laugh and spar and tell tales of their victory; they are louder and more boisterous than the usual patrons at the bar, but their celebrations are good-natured.

Martok invites Worf to join the **House of Martok**, welcoming Worf, son of

Mogh, into his family as both a warrior and a brother. Worf gladly accepts this honor, a symbol of a new beginning.

★ Starship support

Martok keeps his command flag aboard the *Rotarran*, which is permanently assigned to him on *Deep Space Nine*. Although he is more than welcome to take quarters on the station, he chooses

to remain aboard the *Rotarran* even after he is made **Supreme Commander of the Ninth Fleet**. Martok tells Sisko that he enjoys living on the *Rotarran*; its cramped quarters make him feel like he is still in the war and not merely a paper pushing administrator.

When the war with the Dominion forces the Federation forces to withdraw from *Deep Space Nine*, Martok and his Klingon forces go with them. But by now, the general's fondness for the station has grown, making him as determined as anyone to retake it from the **Cardassians**. When the



★ Allies

Martok and Captain Sisko respect one another's abilities, even though they do not always agree.

★ Colleague and friend

Martok appreciates everything that Worf has done for him; his friend is to be his first officer when the I.K.S. ROTARRAN is assigned to DEEP SPACE NINE.



victory comes, Martok celebrates as much as any of the Starfleet officers, and looks forward to sharing a barrel of **bloodwine** with Captain Sisko.

Soon after the battle, Martok also plays an instrumental role in Worf's

marriage to **Jadzia Dax**, which takes place aboard the station. He organizes and leads Worf's **Kal'Hyah**, the 'path of clarity', when a Klingon man spends the last four nights before his wedding on a mental and spiritual journey. Martok's wife **Sirella**, daughter of **Linkasa** and Mistress of the House of Martok, joins her husband on *Deep Space Nine* in order to spend four days with Jadzia, evaluating her worthiness to be a member of the House of Martok, and her acceptability as a mate for Worf.

"And one other thing: arrange to have 15 barrels of bloodwine waiting for us at the airlock!"

— Martok, returning to the station after a victory

IMPOSTOR

First meeting is not what it seems

The first time that the staff of *Deep Space Nine* 'meet' General Martok, it is in fact a **Changeling** impostor who has replaced the real Klingon in order to advise Gowron to make military decisions that ultimately benefit the Dominion. At the time, however, they and the Klingons are completely unaware of this.

Ironically, Martok's abduction by the Dominion is ultimately responsible for his posting to *Deep Space Nine*; while in the Dominion prison, he meets Worf, and the two men soon develop a deep admiration for one another. When they are freed, and Martok returns to *Deep Space Nine* with his rescuers, it is Worf's high praise

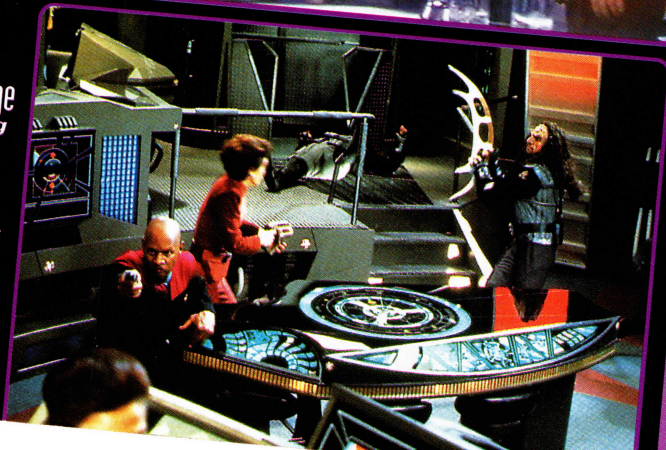
that recommends the general to Captain Sisko, who then requests that he be assigned permanently to the station.

▶ Cunning disguise

The Martok Changeling has prepared for every eventuality, and even passes a blood test designed by the Klingons to reveal the Dominion shapeshifters.

▶ Under siege

The Changeling leads the Klingon troops against the Federation and Bajoran officers in ops, but the station staff fight back and the attack is unsuccessful.



Approval granted

Ultimately, it is Martok who makes an impassioned speech when Worf wavers in his belief that Dax is suitable. Martok reveals himself to be something of a romantic when he tells Worf, "We Klingons often tout our prowess and glory above all else ... but how hollow is the sound of victory without someone to share it with. And honor gives little comfort to a man alone in his home and in his heart". This insight proves that his presence on the station is more than just another line of defense between the Dominion and the Alpha Quadrant.



Data's Failure to Be Human

The android **Data** has many abilities that are superior to those of humans, but he still wants to be more like them. This inspires him to try and recreate many human experiences such as fatherhood, a sense of humor, artistic and musical abilities and, perhaps most importantly, the emotion of love.

With super human strength, multi-tasking mental abilities, and a vast internal database, it might seem impossible that **Lt. Commander Data** could ever go wrong. But there is one area in which he has more or less failed: his desire to be more human. Although he must be applauded for his efforts in trying to overcome his technological programming, he ultimately falls short. Data's failures in the context of his development as a sentient being are often those he creates for himself, and are caused mostly by his naivete and lack of experience.

A typical Data mistake occurs while he and **Geordi**

La Forge are sailing on **Devala Lake**. Data decides to experience swimming, jumps into the water, and then drops like a stone. He has to hike along the lake's floor for more than a kilometer to reach dry land, and it is nearly two weeks before all his internal parts dry out.

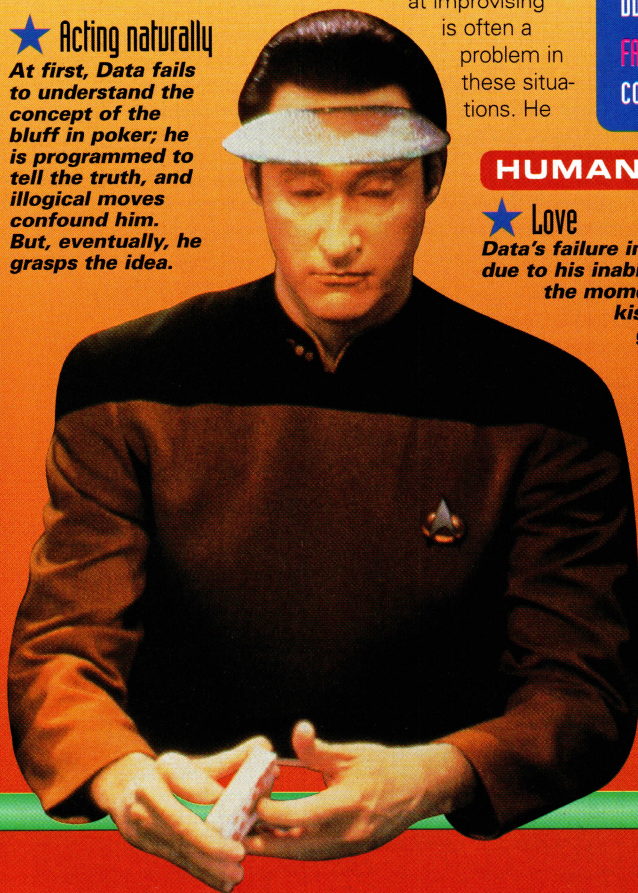
Playtime

Data often attempts to join in the games and sports enjoyed by his crewmates in an attempt to be 'one of the guys', but his programming is not always suited. When he joins in the senior officers' weekly poker game, he is baffled by the concept of bluffing, and finds the game difficult to understand.

Data's inexperience at improvising is often a problem in these situations. He

★ Acting naturally

At first, Data fails to understand the concept of the bluff in poker; he is programmed to tell the truth, and illogical moves confound him. But, eventually, he grasps the idea.



HUMAN CONCEPTS

★ Love

Data's failure in love is partly due to his inability to live in the moment. When he kisses his first girlfriend, Jenna D'Sora, his computer mind is processing other things at the same time.



★ Solving mysteries

Data memorizes all the Sherlock Holmes stories, failing to grasp the idea of solving the mysteries based on his own experiences.



★ Friendship

Data's desire to be friends with a young girl from a doomed planet lead him to manipulate the Prime Directive.

PROFILE ON FAILURE

NAME: Data

LIFE FORM: Humanoid android

FAILURE: From 2364: To understand artistic abilities that require emotional responses.

FAILURE: 2364: To understand comedy and humor.

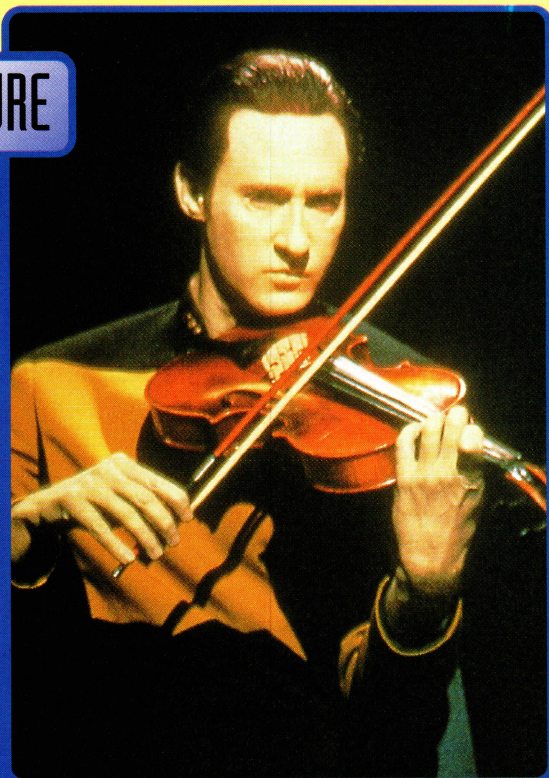
FAILURE: 2365: To understand poker and how to bluff.

FAILURE: 2365: To understand the concept of solving Sherlock Holmes mysteries.

FAILURE: 2365: To comply completely with the Prime Directive.

FAILURE: 2366: To procreate by building a daughter, Lal.

FAILURE: 2367: To understand the complexities of love.



▲ *Data spends much of his free time aboard the U.S.S. ENTERPRISE trying to partake in more human experiences. He loves to read, paint, dance, and play the violin, but his style usually lacks a certain something, a depth that human emotions would add.*

Data's Failure to Be Human



★ **New steps**
Data can't grasp the joy of learning something, like dancing, because it takes him no real time or effort to perfect it.

The arts are another area for which Data's programming seems inadequate. He has tried acting, painting, and writing poetry, all with little success. Data attempts to study emotions by playing the role of King Henry in 'Henry V' by Shakespeare. Unfortunately, his acting is merely the sum of his research, an amalgam of famous recorded performances. **Captain Picard** discourages Data from scheduling a show for the crew.

Data's poetry is technically perfect, but is dry, tedious, and

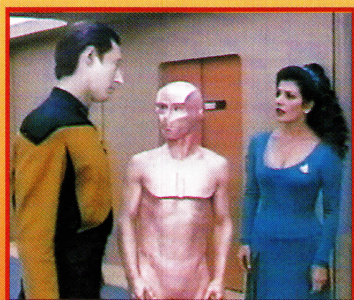
★ Best man

Data fails to understand pre-wedding nerves in the run-up to **Miles O'Brien's** marriage to **Keiko**.



"I was so ugly as a child, they hung a pork chop around my neck ... so ... the dog would play with me."

— One of Data's failed attempts at humor.



★ **Data's offspring**
Although Data's daughter, **Lal**, dies, this episode in his life shows a desire for family.

loses at **3D chess** to **Deanna Troi** because she makes a completely unanticipated response to his **Kriskov Gambit**. Troi reminds Data that "chess isn't just a game of gambits and ploys, it is also a game of intuition" — a characteristic he still has to learn.

On another occasion, he is able to draw with a Grand Master in the game of **strategema**, but only because he blocks his opponent's moves and then simply waits for him to tire and give up.

boring. His series of poems has little passion; each one is an example of a different rhyming scheme, a concept that holds little interest for the crew.

When Data undertakes painting, **Riker** finds his rendition of **zylo eggs** unrecognizable. Later, an expressionistic version of the **Battle of HarOs** he creates for **Worf's** birthday leaves the Klingon "... dizzy".

He tries the violin, but, though technically proficient, his partners tell him his interpretation lacks soul. It seems that he simply doesn't have the emotion for true artistic impression.

Humor and emotion

To understand humor, Data employs a holographic comedian, but his efforts are a complete flop. He merely repeats the comic's act; he doesn't understand the jokes he is telling, and his timing is awful. The only laughs Data generates are from a holographic audience, programmed to respond.

Data's attempts to master

romantic love are even less successful than his creative endeavors. When he agrees to act as father of the bride to **Keiko Ishikawa** at her impending marriage to **Chief Miles O'Brien**, he nearly ruins the wedding when he mistakes Keiko's last minute jitters for a genuine desire to cancel the ceremony, and informs the chief that she no longer wants to go ahead with it.

On another occasion, Data finds himself the object of the attentions of **Lt. Jenna D'Sora**, who claims to have fallen in love with him. He has no emotions, but he is capable of fulfilling the physical side of the relationship, and so writes a program for romantic relationships with a subroutine devoted to Jenna. He devotes a considerable share of his internal resources to these programs, but Jenna realizes that he cannot and does not care for her and ends the relationship. Data simply deletes the program.

Data's most tragic failure is his attempt to procreate. He builds a daughter, **Lal**, by duplicating his

own neural net pathways. Lal only lives for two weeks, eventually dying from cascading brain failure.

Many of Data's mistakes are caused by a lack of experience rather than a fundamental flaw in his programming. As he continues to grow and observe humans, his failures are likely to become less frequent. In the meantime, his ongoing struggle seems far more human than an immediate success at mastering human behavior ever could.



★ Clueless

Data's programming makes him equally as bad at lying to protect his crewmates from harm as he would be at lying to deceive them.

TOO PERFECT

Human error

In 2364, Data finds an identical android in pieces on **Omicron Theta**, and has him reassembled. The android says his name is 'Lore' and initially leads Data to believe that he is the culmination of their creator, **Dr. Noonien Soong's** work; Data is merely a flawed prototype who lacks his emotional capabilities and his more human demeanor. Lore has the ability to lie and deceive to serve his own needs; the truth is that Data was not given these abilities to stop him turning out like Lore; it was Lore who was disassembled for these very reasons. The colonists of **Omicron Theta** felt that Lore, the

real prototype android, was too dangerous; he could have used his superior mental and physical abilities to fulfill his own nefarious desires.

Lore's flaw is one that can be traced through the entire history of humanity, and has parallels to that of genetically engineered humans — too much power corrupts. A person who, for whatever reason, is elevated above the rest seeks to dominate them.



▲ **Brother**
Data finds his 'brother' Lore disassembled on **Omicron Theta**. When Lore is reactivated, the dangers of being too human become obvious.



▲ Family resemblance

Data is built by **Dr. Noonien Soong** to function without emotion and certain human traits because his prototype 'brother' Lore, who was created to be as human as possible, proved unstable.

FILE 43 STARFLEET PERSONNEL

Ben Finney

Ben Finney, a records officer aboard the *U.S.S. Enterprise NCC-1701*, is a former Starfleet Academy instructor and friend to Captain Kirk. But his growing resentment as he is passed over for promotions and field assignments builds to a dangerous, murderous climax.

Starfleet officers must pass rigorous tests of character as well as ability. But, no matter how tightly screened, an unstable personality occasionally slips through; such is the case with **Benjamin Finney**.

For many years, Finney served as an instructor at **Starfleet Academy**. **James T. Kirk** was a midshipman at the time, and the two became good friends; they are so close that Finney named his daughter, **Jamie**, after Kirk, and often spoke fondly of their friendship in letters to Jamie's mother. But Finney served as an instructor for an unusually long time, and came to see his stint at the Academy and lack of field assignments on a starship as a mark against him.

Seeds of resentment were sown, and paranoid tendencies led him to begin to imagine a Starfleet conspiracy against him.

Dereliction of duty

Later, Kirk and Finney were both posted to the *U.S.S. Republic NCC-1371*. On one occasion during their service, the then-Ensign Kirk relieved Finney on watch to discover that an **atomic matter pile circuit** that Finney should have closed had accidentally been left open; if the circuit had been left even for as short a time as five minutes, the ship would have exploded. Kirk closed the circuit and logged the error; Finney received a reprimand that sent him to the bottom of the promotion pile. He felt that the report made his

PROFILE ON FINNEY

NAME: Benjamin Finney

LIFE FORM: Human male

STATUS: Records officer, *U.S.S. Enterprise NCC-1701*.

FAMILY: Jamie Finney [daughter].

REMARKS: A former instructor at Starfleet Academy, Ben Finney became close friends with **James Kirk** and was later assigned with him aboard the *U.S.S. Republic* and *U.S.S. Enterprise*. But he resented his lack of career progression, and imagined a conspiracy against him.

STARSHIP LOG: 'Court Martial' [TOS]



▲ Benjamin Finney is for many years a friend and confidant to **James T. Kirk**, but after an incident aboard the *U.S.S. REPUBLIC* in which Kirk reported him for negligence, Finney began to resent the younger man and Starfleet's failure to promote him to a command of his own.

FATHER AND DAUGHTER

★ Over the edge

Ben Finney comes to hate and resent Kirk for reporting his error, and Starfleet for putting him at the bottom of the list for fleet duties and assignments. His feelings finally come to a dangerous climax when he fakes his own death and makes it appear Kirk is to blame.



★ Anger and sorrow

Jamie Finney breaks down and cries when she hears that Kirk is responsible for her father's death. She claims Kirk always hated Finney and murdered him, but later apologizes.

record, already tarnished by his extended time at the Academy, even worse.

Finney's friendship toward Kirk cooled. He began to think that his friend was also conspiring against him, and even passed his beliefs on to his daughter.

Paranoid delusions

It is only years later, after Jamie reads her father's old letters, that she realizes how close he and Kirk once were. In retrospect, the tone of Finney's letters also give Jamie an inkling of how unbalanced her father has become.

Despite Finney's growing resentment toward Kirk, the two continued to serve together and, by 2267, Finney is serving aboard

the *U.S.S. Enterprise NCC-1701* as a records officer; the now-Captain Kirk is his commanding officer. On **Stardate 2947.3**, the *Enterprise* is battered by a severe ion storm. Finney enters an **ion**



★ Jamie Finney

Benjamin Finney's young daughter is named Jamie after his good friend **James T. Kirk**.

OTHER CARDS IN THIS FILE...

3 JAMES T. KIRK
5 LEONARD MCCOY
78 SAMUEL T. COGLEY.

SEE OTHER FILES...

A GUIDE TO FEDERATION
STARFLEETFile 19
U.S.S. ENTERPRISE
NCC-1701File 20
STAR TREK
(The Original Series)File 68

Ben Finney

★ **Revenge**

Finney holds Kirk at phaser-point as his bitterness and resentment over the captain's success overwhelm him.

sensor pod to take readings; there is no special reason for his being chosen other than he is at the top of the duty roster. Kirk warns Finney at the time that he has only seconds in which to act.

At first the storm is not serious, but soon the ship encounters pressure variance and increased stress; Kirk is forced to go to **Double Red Alert**, giving Finney only seconds to leave the pod. Kirk gives him those seconds and more, but, to save his ship and crew, Kirk jettisons the pod at the last possible moment, apparently with Finney aboard.

Lost in action

Following the storm, Kirk orders a **phase one search** for Finney, but he finds no trace of the officer and is faced with the grim task of making an official record of his death when the *Enterprise* stops over at **Starbase 11** for repairs. Finney's belief that he was not valued is clearly incorrect; watching Kirk fill in the affidavit, **Commodore Stone** shares the captain's remorse, stating that Starfleet "can't afford to lose men like Officer Finney".

But, despite appearances, Finney is not dead. Ready to take whatever steps he can to right the wrongs he feels have occurred in his career with Starfleet, in the short time Finney was in the ion pod he managed to disrupt the computer systems aboard the ship, altering the computer records so



"I've watched you for years, the great captain! Do you think I haven't known? They told you to do it to me! You conspired against me! You ruined me! But you won't do it any more!"

— Finney to Kirk

that it appeared he had actually been murdered by his captain. How long Finney has been planning this move is unknown, but the skill and expertise involved suggest that he has been waiting for the right moment to put the plan into action.

The ultimate revenge for Finney is at hand; Kirk is under court-martial, and stands to lose his

command if he cannot prove his innocence. But when evidence is uncovered that the computers have been altered, it is suspected that Finney may still be alive, and hiding aboard the *Enterprise*. A precise search commences, and **Dr. McCoy**, using a white noise generator, locates him by the sound of his heartbeat.

Finney is tracked to B Deck, near

engineering and the weapons room. Kirk sets off to apprehend him, and when he finds the errant officer, it is clear that Finney's sanity has cracked completely. He rants at Kirk, and tells him that he has sabotaged the *Enterprise* and that it will be destroyed. The ship should have been his, he claims, but Kirk kept it from him. He says he loved the service like no man ever did, and raves about the imagined Starfleet conspiracy that has kept him down.

Help, not punishment

Finney is sick and Kirk begs him to let Starfleet help him. After a brief struggle that Kirk wins, Finney has a moment of clarity, telling Kirk how to save the ship from the damage he has caused.

Following Finney's capture, he is prosecuted for sabotaging the ship's computer systems, and for attempting to undermine and then destroy Captain Kirk. His defense lawyer is **Samuel Cogley**, the same man who earlier defended Kirk. But Starfleet know that Finney is more sick than evil, and though his career is undoubtedly over, he will eventually receive the psychiatric help he so desperately needs, rather than being punished for his actions.

★ **Deadly play**

*Finney tells Kirk that killing him would be too easy; instead, he has tapped out the starship's primary energy circuits. This will cause the vessel's orbit to decay until it crashes into the atmosphere of **STARBASE 11**, killing all aboard.*

★ **No alternative**

As the U.S.S. ENTERPRISE spirals out of orbit, Kirk is forced to fight Finney to save his ship.

PLOT FOILED

Discovered

Captain Kirk realizes that Finney was not killed in the ion sensor pod, and is hidden on the ship; he orders Doctor McCoy to mask the heartbeats of the crew with a white noise generator, and when all the heartbeats are excluded, a final one remains: that of Ben Finney, who has fabricated the entire incident so he can frame Kirk and gain revenge on him for a long-held grudge.

▶ **Fatal decision**

The court-martial view the log recording that apparently shows Kirk ordering the ejection of the ion sensor pod before Finney could exit.

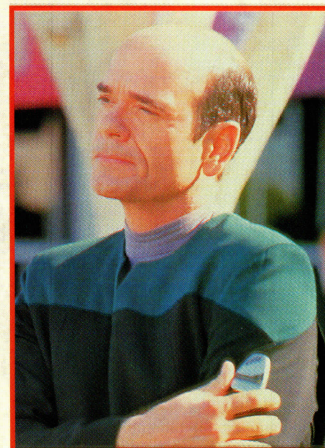
▶ **Hidden in plain sight**

Kirk goes after Finney when McCoy reveals that he is still aboard the U.S.S. ENTERPRISE NCC-1701, hiding out in Engineering.

Mobile Holoemitter

The **Emergency Medical Hologram** is designed to operate only within the confines of a starship sickbay. But in the years since his activation, the **Doctor** of the *U.S.S. Voyager NCC-74656* has evolved far past his original programming, aided by the mobile holoemitter.

 The mobile holoemitter is worn on the left sleeve of the **Emergency Medical Hologram**. This tiny device has revolutionized the **Doctor's 'life'**, giving him the ability to move around freely.



The autonomous, self-sustaining **mobile holoemitter** given to the **Emergency Medical Hologram** of the *U.S.S. Voyager NCC-74656* by 20th-century entrepreneur **Henry Starling** is an incredible device. The holoemitter is only a few centimeters in length, and is constructed from a smooth, gray metal. It contains its own, independent power supply, and is capable of storing the entire **EMH** program and projecting the solid light hologram into any environment. This not only allows the EMH to move freely around the ship, but also provides him with an opportunity to leave it in order to accompany the crew on away missions. This tiny, advanced device is capable of performing all the functions usually performed by the holoemitters built into a shipboard sickbay or **holodeck**.

Systems and functions

Starling salvaged the holoemitter from **Captain Braxton's** 29th-century timeship, the *Aeon*; the device is so advanced that *Voyager* chief engineer **B'Elanna Torres** takes a while to figure out exactly how it works. On an early away mission, she is careful to make sure that transporting has not affected the device, but usually there are no side effects.

Although he is no longer limited to *Voyager*, the **Doctor's** program is still kept in the ship's main computer system and downloaded into the holoemitter when he is required to leave sickbay. When returning from an away mission, his program is transferred back from the holoemitter to the main computers, and the holoemitter stored in sickbay until the next time he is required to leave. The process of downloading the program from one system to the

FUTURE TECHNOLOGY

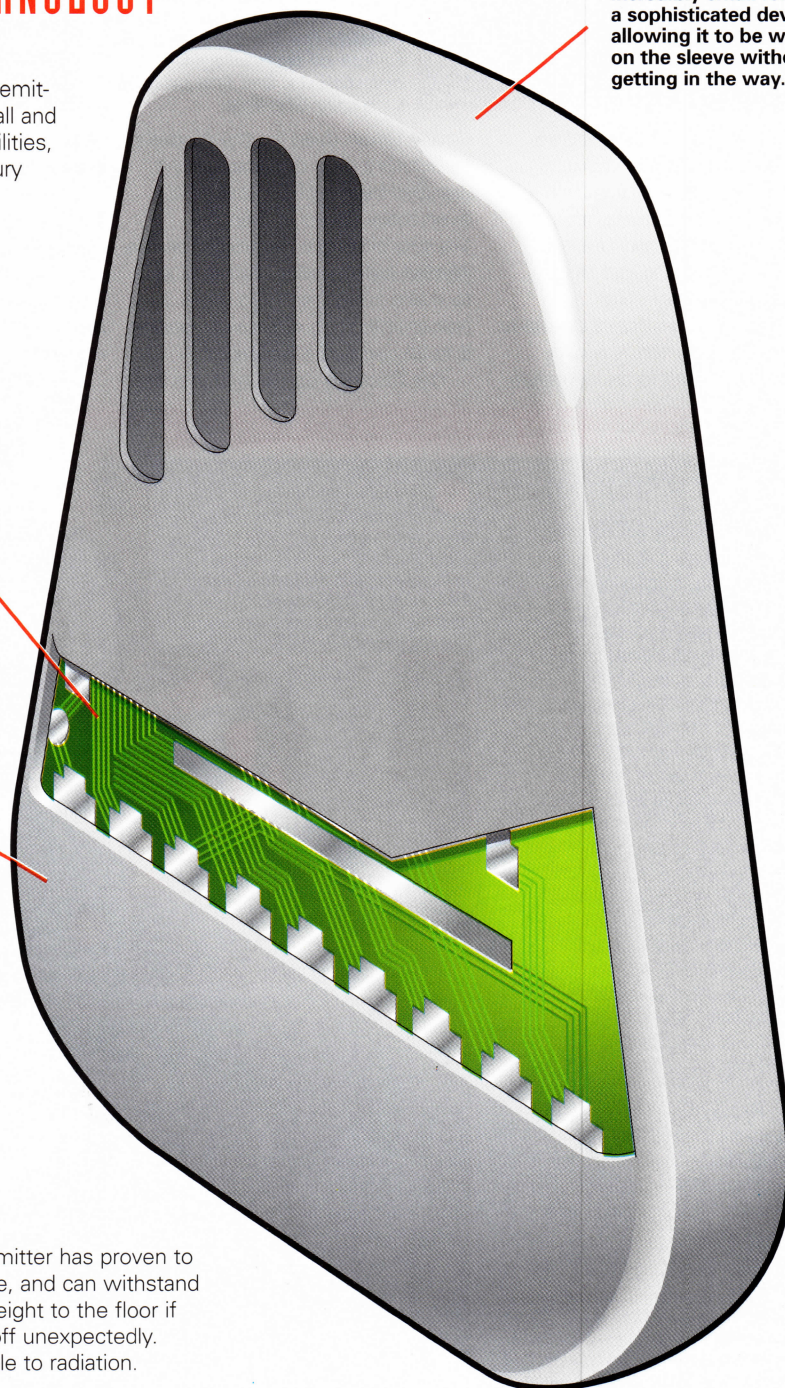
1 Construction The holoemitter is remarkably small and light, considering its abilities, reflecting its 29th-century technology.

Some of the inner workings can be seen through a narrow band toward the bottom of the emitter.

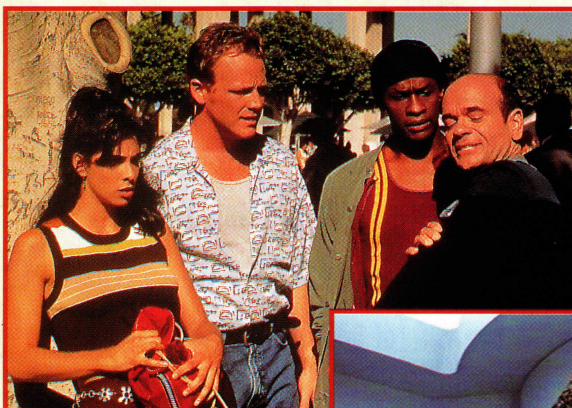
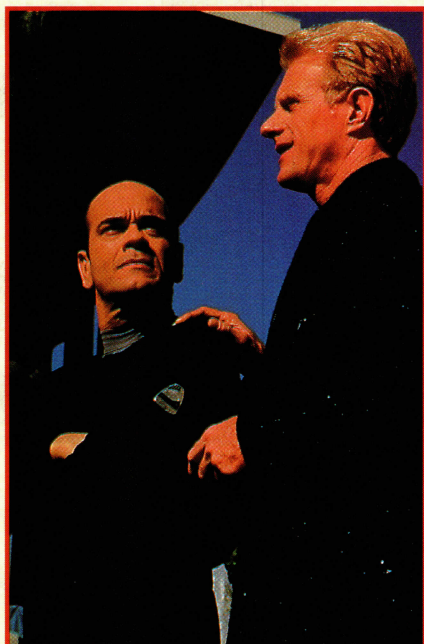
The holoemitter has its own internal power source. How long this can last without being recharged is unknown.

2 Durability The holoemitter has proven to be physically durable, and can withstand falling from shoulder height to the floor if the EMH is switched off unexpectedly. However, it is vulnerable to radiation.

The holoemitter is incredibly small for such a sophisticated device, allowing it to be worn on the sleeve without getting in the way.

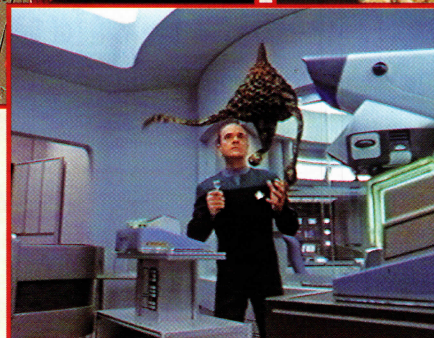


Mobile Holoemitter



▶ The Doctor shows off his new device to his crewmates, who are amazed to see him outside the ship.

▶ Wearing the mobile emitter, the Doctor goes outside for the first time. He is free of technological constraints, but is a prisoner of Henry Starling.



▶ The Doctor's holoemitter allows him to beam down to treat injuries even if conditions may not be safe for his crewmates.

▶ The holoemitter also gives the Doctor free reign aboard the ship, allowing him to deal with a potential threat in any area.

other takes only a few seconds.

Should *Voyager's* computers suffer sabotage or a malfunction, the EMH can be downloaded to the holoemitter to prevent his program from being lost or deleted. **Chakotay** takes advantage of this when the ship is being overrun by the **Nyrians**.

The holoemitter is an incredible

device when used for the purpose for which it was designed, but it can also be modified, making it even more useful. When the *Voyager* crew are marooned on the **Nyrian colony ship**, Torres is able to make adjustments to the holoemitter that, effectively, enable it to be used as a **tricorder**.

The Doctor's optical sensors are

reconfigured, thus increasing his optical resolution and allowing him to see energy signatures emitted from surrounding electrical equipment and even plants. This enables the Doctor to locate the energy signature of a portal that leads out of the enclosed environment.

The holoemitter is not, however,

completely infallible. Just as *Voyager's* computer systems can be damaged, so too can the holoemitter. It is affected by energy surges and radiation; in such situations, the Doctor must return to sickbay and download himself into the ship's main computers, suggesting that the holoemitter has no reliable backup system of its own.

SNEAKING AWAY

Portable doctor

The fact that the Doctor's entire program can be downloaded into such a small device as the holoemitter proves to be especially useful to his crewmates when they find themselves being beamed off the *U.S.S. Voyager* and replaced with Nyrians. Realizing there is no point in trying to resist the Nyrians, Chakotay decides to sabotage as many of the ship's systems as he can before he too is removed. To avoid the Doctor's program from being permanently lost, he downloads the necessary data into the mobile holoemitter, and then takes it with him when he too is beamed off the ship. Chakotay and the Doctor then join the rest of their kidnapped *Voyager* crewmates aboard a **Nyrian Colony Ship**.

▶ The Doctor begins his "new career as a tricorder", scanning the surroundings for odd energy signatures that might reveal a hidden doorway out of the enclosed environment.

▶ With the **NYRIAN COLONY SHIP** slowly abducting the entire *VOYAGER* crew, Chakotay downloads the Doctor into the mobile holoemitter so that he can leave with him when he is taken.



▶ B'Elanna adjusts the holoemitter using a small, narrow tool to manipulate its controls systems.



Freedom for others

The holoemitter is not specifically configured to the Doctor, however, and can provide mobility for any similar hologram. When a malfunctioning **Serosian isomorph** named **Dejaren** interrupts the Doctor's program and switches him off, it appears that the holoemitter is just as capable as providing Dejaren with freedom from his confined environment. When he in turn is switched off, Torres is able to retrieve and reactivate the Doctor's program, which does not seem to have suffered any damage.

Any failings of the portable holoemitter, however, are outweighed by its advantages. Given the opportunity to explore the ship, and the planets which *Voyager* visits, the Doctor has gained yet more experience, helping him to better understand the crew. He is able to travel with them to inhospitable environments that would prove dangerous to organic life forms. The holoemitter has revolutionized the Doctor's life, helping him to better save those of others. The Doctor was versatile before his holoemitter, but is even more so now.



'And the Children Shall Lead'

A landing party from the *U.S.S. Enterprise NCC-1701* discover a group of children who are strangely unaffected by the death of their parents. Back aboard the ship, it soon becomes clear that the children are under the control of an evil entity named Gorgan.

CAPTAIN'S LOG
STARDATE: 5029.5

"Responding to a distress call from our scientific colleagues on *Triacus*, we are beaming down to investigate."

Kirk, Spock, and McCoy beam down to *Triacus*, only to discover that all the adult members of the expedition party led by **Professor Starnes** are dead. As they begin the grim task of burying the scientists, they are joined by a group of children who seem oblivious to their parents' deaths.

The children, led by **Tommy Starnes**, are taken back to the *U.S.S. Enterprise NCC-1701*, where they perform a strange chant to summon up their "Friendly Angel"; a glowing humanoid named **Gorgan** appears. He instructs the children to take control of the ship and head for **Marcos XII**, home to more than a million potential new "friends".

Taking control

Kirk refuses Tommy's request to travel to Marcos XII, but allows the boy to stay on the bridge. When the captain goes off to confer with Spock and McCoy, Tommy concentrates and gestures with his fist to take mental control of **Sulu** and **Chekov**. This makes them plot a new course for Marcos XII.

Spock reminds the captain that according to legend, *Triacus* was the seat of a band of marauders who made war throughout the **Epsilon Indi system**. After many centuries the marauders were destroyed, but the legend warns that this evil simply needs a catalyst to set it in motion once more.

Kirk's attempts to regain control of his ship are thwarted by the children. They summon up the bridge crew's worst fears, causing them to cower in terror. The captain bravely overcomes his own "beast" – the loss of command – and returns to the bridge, where Tommy is sitting in the captain's chair.

Spock plays back a recording of the chant, and Gorgan reappears. Needing innocent victims to advance his plans for planetary domination, he snared the children by offering them a life without control or responsibility. However, when Kirk and Spock show the children recordings of them playing happily with their parents, they realize what they have lost. Without the children's support, Gorgan withers and dies.

ON SCREEN...



1 Professor Starnes and his colleagues are dead. Information contained in Starnes' tricorder reveals they died from self-inflicted cyalodin poisoning.



2 On the *U.S.S. ENTERPRISE*, the children join hands and chant "Hail, hail, fire and snow, call the Angel, we will go. Far away, for to see, Friendly Angel come to me".



3 The children's chant conjures up a non-corporeal being named Gorgan, who orders the children to take control of the ship and redirect it to a Federation colony.



4 When Kirk is off the bridge, Tommy Starnes uses hand gestures to take mental control of Sulu and Chekov. He makes them set a new course for Marcos XII.



5 The strange influence the children and Gorgan have over the crew also preys on their deepest fears; Uhura sees herself as an ugly old woman.



6 Kirk breaks Gorgan's hold over the children by showing them pictures of their dead parents. Their sorrow makes them realize that Gorgan is evil.

STARSHIP FACTS

Gorgan is brought back to life when Professor Wilkins excavates the cave on *Triacus* in which he is dormant.



'Spock's Brain'

Spock's brain is removed by a mysterious woman who needs it to keep her technologically advanced society, the Eymorgs, alive. Unfortunately, she and her fellow race do not understand how their ancient technology works.

A transferral beam from an unidentified craft sends **Kara**, leader of the all-female **Eymorgs**, onto the **U.S.S. Enterprise NCC-1701** bridge. She renders the entire crew unconscious.

When the crew revive, **McCoy** calls **Captain Kirk** to sickbay. Kara removed **Spock's** brain, then abandoned his body; Spock can only be kept alive by life support for another 24 hours.

Sulu and **Chekov** trace the woman's vessel back to the **Sigma Draconis** system. A landing party beams down to **Sigma Draconis VI**, but they are attacked by the **Morg**, a race of primitive male humanoid; **phaser** fire keeps them at bay.

Brain located

Chekov detects old buildings underneath the planet's surface. Kirk asks McCoy to beam down with Spock's body; their old friend is kept mobile by a control device operated by McCoy. The three men descend to the city, but are taken prisoner by Kara. When Kirk awakes he attempts to question her, and learns that Spock's brain was stolen to regenerate the failing **Controller**, an unseen entity that takes care of the Eymorgs.

The three officers escape. Kirk locates Spock's brain housed in a black box, linked to a control panel. A distraught Kara arrives, and explains she performed the operation on Spock after gaining temporary knowledge from the **Teacher**, a helmet containing a taped store of all the knowledge possessed by the founders of her society.

McCoy submits to the Teacher to learn how to restore Spock's brain. While he frantically operates, Kirk reassures Kara that the Eymorg women will learn how to survive without the Controller. He suggests they move to the surface and live once more with the estranged **Morg** men.

McCoy feels the implanted knowledge slipping from his mind. He reattaches Spock's vocal chords, and the Vulcan calmly helps him complete the operation. Spock immediately launches into a lengthy summary of his adventure, leaving McCoy in no doubt that he is back to his normal self.

CAPTAIN'S LOG

STARDATE: 5431.4

"For 15 hours and 20 minutes we have been following the ion trail of the spaceship that has Spock's brain. Time left to us – eight hours, 40 minutes."

ON SCREEN...



1 A mysterious woman appears on the bridge of the U.S.S. ENTERPRISE and renders the crew unconscious by pressing buttons on her bracelet.



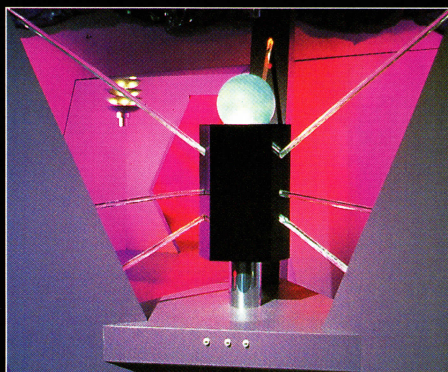
2 When the crew wake up, Kirk learns that Kara has stolen Spock's brain. McCoy can keep him alive for 24 hours, but the brain must be retrieved.



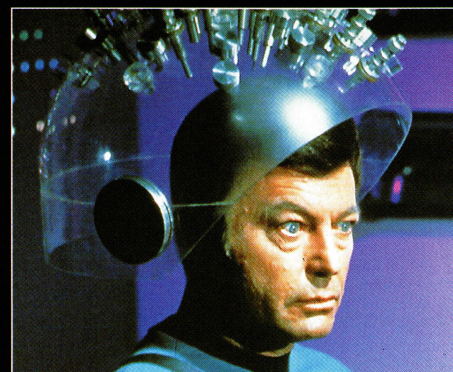
3 When the ENTERPRISE reaches the Sigma Draconis system, Kirk suggests they should begin their search for Kara on the sixth planet.



4 Kirk, McCoy, and a remote-controlled Spock beam down to the planet. They meet with the Eymorgs, but the women seem vague about what is happening.



5 Kirk locates Spock's brain inside a black box referred to as the Controller. It keeps all the world's technology running, but had recently failed.



6 Using the Teacher device, McCoy gains the temporary knowledge needed to reattach Spock's brain. His old friend is soon back to normal.

STARSHIP FACTS

The Eymorgs' underground complex was built for them by a long-dead, technologically advanced race.



FILE 71 STAR TREK: VOYAGER

'Worst Case Scenario'

B'Elanna Torres is delighted to discover a **holodeck** program that features every member of the crew with the **Starfleet** and **Maquis** factions struggling for control of the *U.S.S. Voyager NCC-74656*. She does not realize that the program is far more dangerous than it seems.

**LT. PARIS'S
PERSONAL LOG**
STARDATE 50953.4

"I've decided to take B'Elanna's advice and replay the holonovel, this time as a full-fledged member of Chakotay's team of mutineers. I hope it turns out better than before."

On his way to the bridge, **Commander Chakotay** suggests to **B'Elanna Torres** that all is not well on the *U.S.S. Voyager NCC-74656*. He says that many crew members – both **Maquis** and **Starfleet** – are unhappy with **Captain Janeway** and **Tuvok**, and that there is going to be a mutiny. He wants to know which side she'll be on.

When Captain Janeway leaves the ship to take a shuttle over to a **Rukani** vessel, the mutiny begins; B'Elanna sides with Chakotay. After disabling the bridge crew, Chakotay and B'Elanna meet up with **Seska**. All three head to the mess hall, where they quickly secure the area. Soon, the **Maquis** faction are in control of the entire ship.

Tom Paris walks in and B'Elanna freezes the program; she has been playing out a **holodeck** fantasy. She tells him that she discovered the program, called **Insurrection Alpha**, while she was purging the database. She has no idea who wrote it; the program has been encrypted and the author obviously wants to remain anonymous.

Joining in the fun

Tom starts playing the 'game' too, initially choosing to side against Chakotay but then joining the mutineers. He finds the program fascinating, as does **Neelix**, who overhears Tom and B'Elanna discussing it; he learnt about it from the **Doctor**. Soon everyone seems to know about it.

On his next visit to the holodeck, Tom is disappointed to learn that the program ends while the holographic Paris and Janeway are attempting to retake the ship. The computer cannot continue, as no additional narrative parameters have been programmed.

In a briefing, Janeway asks who wrote the holonovel and Tuvok admits that he created it as a training program, but abandoned it when it became clear that a **Maquis** mutiny was unlikely. As everyone seems to have been getting so much pleasure out of it, Janeway suggests that Tuvok finish the program, but Tom volunteers to take over.

Tuvok offers to tell Tom about his original plans for the scenario's ending, but Tom is happy to make it up as he goes along. They argue over the likelihood of Tom's planned events actually happening; Tuvok favors realism over drama. B'Elanna and Neelix soon join in, and later the Doctor also makes

ON SCREEN...



1 B'Elanna Torres is approached by Commander Chakotay on her way to the bridge. He asks her which side she will be on in a planned Maquis mutiny.



2 When Captain Janeway leaves the *U.S.S. VOYAGER* on an away mission, the Maquis use the opportunity to take control of the ship.



3 Torres comes face to face with Seska. She leads the mutineers to the mess hall, where Neelix tells the other officers to drop their weapons.



4 When Tom walks in, B'Elanna freezes the program; this has been a holodeck fantasy. B'Elanna found the program by accident while carrying out routine work.



5 Tom and B'Elanna replay the program. Paris is soon into the spirit of the game, and chooses to take the loyal Starfleet side in the mutiny.



6 Paris, in the brig with a holographic Tuvok, decides that it is up to them to retake the ship. Tuvok is more in favor of waiting and observing.



'Worst Case Scenario'

suggestions. Tom is fed up with everyone offering to help, but has to accept Tuvok's help as only he can make new additions to the program.

Tuvok and Tom head for the holodeck. When they open the narrative parameters, *Voyager* loses power to the transporters, the comm system goes down, and the two officers find themselves in the brig, where a holographic version of Seska explains that she found the program and finished writing it. The holodeck is sealed and will not respond to commands, and the safety protocols are offline. The holodeck Seska frees Tom and Tuvok, and gives them 10 seconds to run away before she shoots at them. They find the holographic Janeway, who tells them she is heading to the cargo bay to free the other officers, but they then run into Chakotay and Seska; Janeway is killed by a malfunctioning phaser rifle that backfires when she tries to shoot them. They go to sickbay, but the Doctor tortures them.

Dangerous game

Outside the holodeck, there is no way the real Janeway can shut the program down safely, but she can access the narrative parameters and make subtle changes. Janeway's modifications offer assistance to Tom and Tuvok, such as making a plasma extinguisher appear when they are caught in a plasma fire, and sends them messages written on display screens. Unfortunately, Seska's program responds to every change and Chakotay captures Tom and Tuvok.

Seska takes her prisoners to the cargo bay, and intends to shoot them. Janeway manages to alter the Chakotay hologram so that he betrays Seska, but Seska simply shoots him. It seems that no matter what changes they make, the program modifies itself to overcome them, so that Seska always regains the upper hand.

Janeway's next tactic is to generate a holographic enemy who attack the ship in the form of the race her holographic counterpart was meeting earlier in the program; Paris says he called them for help. In the confusion, Tuvok and Tom manage to arm themselves, but Seska activates the self-destruct system; this triggers an overload of the holodeck power relays on the real *Voyager* that will blow the entire grid. Seska tells Tom and Tuvok that she will only disable the self-destruct if they hand over their weapons. Tuvok gives her his phaser, and Tom calls off the attacking ship, but she

tries to shoot them anyway.

As soon as Seska pulls the trigger, the phaser malfunctions just as Janeway's did earlier and 'kills' her, ending the simulation. A relieved Tom and Tuvok are free to leave the holodeck.

Later, in the mess hall, Captain Janeway

raises a toast to "stories with happy endings"; a thankful Tom is pleased she didn't come down with a case of writer's block. They discuss the possibility of producing similar holodeck scenarios in the future, with the proviso that they should pick stories not quite so close to home.

ON SCREEN...



7 Back in the 'real' *VOYAGER*, Tom and B'Elanna learn that Neelix has also discovered the program. He is planning to take the role of a double agent.



8 Much to Tom's annoyance, the holonovel seems to just run out of story; it appears that the program was never finished.



9 At the next meeting of the senior staff, it is decided that, between them, they should try to finish the story. Tom volunteers to write the conclusion.



10 When Tom and Tuvok try to alter the program to include their additional story, a holographic Seska appears; the program is booby trapped.



11 In a showdown with Tuvok and Tom, Seska threatens to self-destruct the ship, but with Janeway's help they manage to defeat her.



12 The danger past, the crew congratulate each other on their success, and talk about the possibility of writing other holonovels in the future.

STARSHIP FACTS

A Seska altered the program a month before she defected to the Kazon. In her version of the program, Chakotay is in love with her.

A In total, 33 crew members access the program, including the EMH. Each player takes on the role of an ensign assigned to security.



G continued

Great Hall

Meeting place of the **Klingon High Council**. It is located in the **First City** on the Klingon homeworld and is a massive fortress-like structure. (*Starship Log*: 'Sins of the Father' [TNG]) **SEE FILES 11, 69**

Great Link

The natural, fluid state of all **Founders** of the **Dominion**, discernible as a massive reservoir on the surface of their homeworld. Individual **Changelings** diverge from the link to assume other forms, but regularly reassimilate to restore the synesthetic connective of sensation and intellect fundamental to their existence. (*Starship Log*: 'The Search', Part II [DS9]) **SEE FILES 16, 70**

Great Marketplace

Large plaza on **Ferenginar**. Crowds assemble here for public events and displays, such as when violators of the **Ferengi Code** are shoved off the **Tower of Commerce** to their deaths. (*Starship Log*: 'Bar Association' [DS9]) **SEE FILES 14, 70**

Great Minra

Central character in a story told to **Odo** by **Taya**, a young **Yaderan** girl. The Great Minra tricks an evil changeling into turning into a loaf of greenbread and then eats him. (*Starship Log*: 'Shadowplay' [DS9]) **SEE FILES 18, 70**

Great Monetary Collapse

Essentially, a severe financial stagnation which occurred on **Ferenginar** in the mid 24th century. It is remembered by Ferengi as a time of momentous adversity. (*Starship Log*: 'Homefront' [DS9]) **SEE FILES 11, 70**



▲ **Arridor and Kol crashlanded on the Takarian homeworld and take on the role of the Great Sages, characters in Takarian myth.**

Great Sages

Two characters in **Takarian** mythology who will descend from the sky and benevolently rule the people. In 2373, a pair of **Ferengi** were found posing as the Sages to swindle the Takarians. (*Starship Log*: 'False Profits' [VOY]) **SEE FILES 18, 51, 70**

Great War

Phrase the **Kyrians** use to refer to the extended armed conflict between themselves and the **Vaskan** peoples. (*Starship Log*: 'Living Witness' [VOY]) **SEE FILES 18, 56, 71**



▲ **Colonel Green was one of several heinous characters recreated by the Excaltians to help them study the differences between good and evil.**

Gree

This species, according to the **U.S.S. Voyager's EMH**, experiences a swelling of the auditory organ when capillary alveoli in their snout are aroused. This life form is apparently unrelated to the gree worm. (*Starship Log*: 'Elogium' [VOY]) **SEE FILE 71**

gree worms

Soft-bodied invertebrate. In **Ferengi** cuisine, gree worms are considered a delicacy or treat, especially if they are jellied. (*Starship Log*: 'Ferengi Love Songs' [DS9]) **SEE FILES 14, 70**

'Greed is Eternal'

The 10th **Rule of Acquisition** in **Ferengi** society. (*Starship Log*: 'Prophet Motive' [DS9]; 'False Profits' [VOY]) **SEE FILES 14, 70, 71**

Greek gods

According to human culture, these deific entities controlled all aspects of nature and delivered severe punishment to misbehaving mortals. Apollo, encountered by **James Kirk** and crew in 2267, claimed that the mythological figures were actually alien life forms who temporarily resided on ancient Earth. (*Starship Log*: 'Who Mourns for Adonais?' [TOS]) **SEE FILES 18, 68**

green beans

The edible pods of *Phaseolus vulgaris*, a tropical Earth plant. **Neelix** often served them as a vegetable side dish for his human diners. (*Starship Log*: 'Deadlock' [VOY]) **SEE FILES 43, 71**

Green, Colonel

Despotic leader of a faction in the genocidal war on Earth during the 21st century. The **Excaltians** reproduced his image as a representation of evil. (*Starship Log*: 'The Savage Curtain' [TOS]) **SEE FILES 7, 68**

Green, Crewman

Red-shirted member of the **U.S.S. Enterprise NCC-1701** crew who in 2266 is killed on planet **M-113** by a salt-craving creature, the last of its race. (*Starship Log*: 'The Man Trap' [TOS]) **SEE FILES 20, 68**

greenbread

A basic dietary item on **Yadera II**. According to **Taya**, **Mr. Depnen**, the baker, often saved his best loaves for her and her mother. (*Starship Log*: 'Shadowplay' [DS9]) **SEE FILES 18, 70**

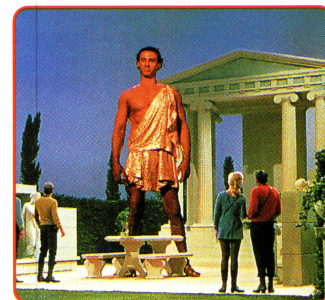
greenhouse effect

SEE global warming

Great Hall
Great Link
Great Marketplace
Great Minra
Great Monetary Collapse
Great Sages
Great War
Gree
gree worms
'Greed is Eternal'
Greek gods
green beans
Green, Colonel
Green, Crewman
greenbread
greenhouse effect
Gremish
Grendel
Grenthemen water hopper
Greskrendtregk
Grey Mode
Griffith Observatory
Grilka
Grimes
Grimp
Grisella
Grishnar Cat
Grissom NCC-638, U.S.S.
Grissom NCC-42857, U.S.S.
Gromek, Admiral
grooming ritual
groovy
Groppler
Groumall
ground assault vehicles



▲ **The Great Link on the Founders' homeworld appears as a copper sea.**



▲ **Apollo appeared to the U.S.S. ENTERPRISE crew on Pollux IV. He wanted them to worship him as a god, as the Greeks did back on Earth.**



Gremish

Gideon Seyetik used a tumbler and a half of this ingredient in the broth for the roasted **Waroon** he served to **Deep Space Nine**'s senior crew in 2370. (*Starship Log*: 'Second Sight' [DS9]) **SEE FILE 70**

Grendel

Evil monster in the human epic 'Beowulf'. In a **holonovel** rendition, Grendel appears as a photonic energy formation, a highly complex new species that captures **Kim**, **Tuvok**, and **Chakotay**. (*Starship Log*: 'Heroes and Demons' [VOY]) **SEE FILES 29, 71**

Grenthemen water hopper

A motor-powered vehicle for use on bodies of water. Popping the clutch will often cause it to stall. (*Starship Log*: 'Peak Performance' [TNG]) **SEE FILE 69**

Greskrendtregk

A **Ktarian**, and the husband of **Starfleet** officer **Ensign Samantha Wildman**. She was not enthused about continuing his family tradition of naming their baby after him. (*Starship Log*: 'Dreadnought' [VOY]) **SEE FILES 18, 43, 71**

Grey Mode

Energy-conserving operational status for **Starfleet** vessels. All nonessential functions are offline, with remaining systems powered at 20 percent of capacity. The **U.S.S. Voyager** went to 'Grey' whenever its **deuterium** supply was depleted. (*Starship Log*: 'Demon' [VOY]) **SEE FILES 29, 71**

Griffith Observatory

Astronomical research post in 20th-century Los Angeles on Earth. The SETI lab where **Rain Robinson** detected the **U.S.S. Voyager**'s gamma emissions, and where **Tuvok** and **Paris** contacted her, is located here. (*Starship Log*: 'Future's End', Part I [VOY]) **SEE FILES 7, 44, 71**



Grilka

A Klingon female who became the widow of **Kozak** in 2371. With the help of **Quark**, whom she married, Grilka eventually became the head of the **House of Kozak**. (*Starship Log*: 'The House of Quark' [DS9]) **SEE FILES 48, 51, 70**

▲ **Grilka and Quark were married briefly in 2371. She later sought him out for financial advice.**

Grimes

Member of the **U.S.S. Voyager**'s crew, qualified to pilot the ship. **Chakotay** assigned **Grimes** to take **Paris**'s place at the conn in 2372, when Paris was once again late for his shift. (*Starship Log*: 'Lifesigns' [VOY]) **SEE FILES 29, 43, 71**

Grimp

A **Ferengi** waiter in **Quark's bar** on **Deep Space Nine**. Once he overcame his initial apprehension, Grimp was an enthusiastic member of the **Guild of Restaurant and Casino Employees**. (*Starship Log*: 'Bar Association' [DS9]) **SEE FILES 27, 70**

Grisella

Intelligent race whose members periodically hibernate for six months. They are chosen by **Captain Picard** to mediate the dispute between the **Sheliak** and the **Federation** over **Tau Cygna V**. (*Starship Log*: 'The Ensings of Command' [TNG]) **SEE FILE 69**

Grishnar Cat

Feline life form, possibly native to the **Klingon** homeworld. In 2372, **Gowron** scoffs at **Benjamin Sisko**'s battle-readiness, calling him "a toothless Grishnar cat, trying to frighten us with your roar." (*Starship Log*: 'The Way of the Warrior', Part II [DS9]) **SEE FILE 70**

Grissom NCC-638, U.S.S.

Oberth-class Starfleet research vessel, under the command of **Captain J.T. Esteban**. In 2285, the ship is destroyed by **Klingons** while investigating the **Genesis Planet**. (*Starship Log*: **Star Trek III: The Search For Spock**) **SEE FILES 5, 31, 74**

Grissom, NCC-42857, U.S.S.

In 2366, this **Excelsior-class** ship is asked to stand by should help be needed during **Beta Agni II**'s tricyanate contamination. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILES 31, 69**

Gromek, Admiral

Starfleet admiral who orders the **U.S.S. Enterprise NCC-1701-D** to meet with **K'Ehleyr**, who will help **Enterprise** personnel deal with a **Klingon sleeper ship** whose crew believe the **Federation** and the **Empire** are still at war. (*Starship Log*: 'The Emissary' [TNG]) **SEE FILES 19, 69**



▲ **Gromek breaks the news to Captain Picard that a Klingon sleeper ship has been found.**

grooming ritual

At Roswell, New Mexico, **Professor Jeff Carlson** mistakenly believed **Rom** and **Nog** were engaged in an auricular grooming ritual, when in fact Rom was repairing his son's **universal translator**. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILE 70**

groovy

Human slang, coined by American jazz musicians as a term for 'good playing'. Also means stylish; pleasurable; attractive – as in the "groovy chick" **Maury Ginsberg** met in **Q2's jeep** in 1969. (*Starship Log*: 'Death Wish' [VOY]) **SEE FILE 71**

Groppler

On the planet **Deneb IV** the leader of the **Bandi** people takes the title Groppler. (*Starship Log*: 'Encounter at Farpoint' [TNG]) **SEE FILES 18, 69**

▶ **Groppler Zorn is the head of the Bandi people when the U.S.S. ENTERPRISE NCC-1701-D visits Deneb IV in 2364.**



Groumall

Cardassian transport ship, assigned to escort **Kira Nerys** to **Korma** in 2372. Kira was surprised to discover that **Dukat** was the ship's commander; he had been severely demoted in status following the discovery that he had fathered a half-**Bajoran** daughter during his time as Prefect of **Bajor**. (*Starship Log*: 'Return to Grace' [DS9]) **SEE FILES 36, 70**

ground assault vehicles

The **Klingons** use these vehicles when fighting battles on planetary surfaces. (*Starship Log*: 'Elogium' [VOY]) **SEE FILES 11, 71**